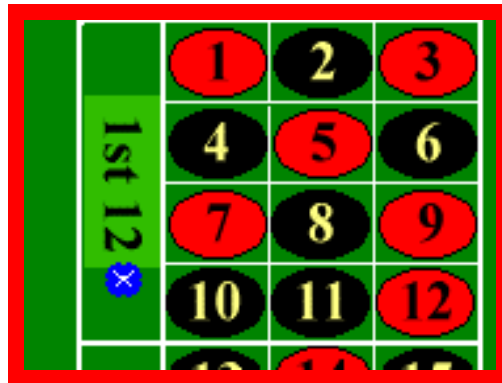


Martin J. Silverthorne

# Maximum Advantage Roulette

## Course & Toolkit



SILVERTHORNE  
PUBLICATIONS

**Maximum Advantage Roulette Course and Toolkit**  
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## 1. Introduction

Roulette is a straightforward game that can be learned without too much difficulty. Playing it in its basic form is quite simple - you are betting that a number(s) or a combination of numbers will come up on the next spin of the wheel. Because some wagers are more difficult to win than others, the various wagers have different payoffs.

One of roulette's biggest attractions is its high payoff for winning a bet on a single number - 35 to 1. If you wager 17 and it shows on the next spin, your wager will be paid off at 35 to 1 odds. With a dollar bet, you win \$35, and with \$100 wagered, you win \$3,500.

Although these high odds are attractive, we will find that there are even more attractive wagers to be made at roulette. Rather than trying for a single win on a long-shot wager, I have found that there are some "bread and butter" types of wagers at roulette that will pay you time after time, session after session.

Roulette is played at a much more leisurely pace than other casino games, especially craps. I enjoy playing craps and

blackjack as well as roulette, but when it comes time to relax, as well as build up steady winnings, roulette is my game.

Often roulette players make wagers based on their favorite numbers, such as anniversaries and birth dates. You'll soon see why these kinds of bets are not advisable.

My approach to roulette entails using a "hit and run" strategy that piles up consistent wins. I am convinced that my "Maximum Advantage Roulette" strategy can overcome the house odds of either American (double-zero) roulette wheels or European wheels (single-zero) which offer better odds.

And, I have lots of data to back up my statement that roulette can be beaten.

If you are looking for a way to beat the game, there are many books written about roulette. These books generally fall into two broad categories. Most of the books you will find in bookstores are in category one in which the mechanics of the game are described with a simplistic betting strategy or two and many stories about the author's adventures playing the game are recounted. These books are very useful if you want to learn how to play the game, learn about roulette etiquette or just be entertained.

However, you are not likely to learn how to beat the game from these books. The systems used by the authors tend to be very similar and are typically the same old shopworn systems used by roulette players for decades.

The second category of books is usually offered at higher prices on a limited basis, as through direct mail. These books or pamphlets usually offer one system that is guaranteed to beat the game. If you ever try to return one of these "sure-fire" winners you will usually find that the system seller can't be found.

Because roulette is a game of chance, where all wagers offer some mathematical advantage to the house, mathematicians say the game can't be beaten.

Yet, I know the game can be beaten. This book will offer you a new, exciting and proven approach to beating the roulette game, that has been proven time after time in real casino sessions.

The paucity of reliable published information on effective betting strategies for roulette probably is the result of the blind acceptance of most gambling experts that in the long run no system can ever overcome a game where the casino has an advantage. The crux of this issue is how we define "long term." Any system will fail at some point if it is followed blindly to the bitter end regardless of the cost. However, if we break the "long run" into a series of many short runs, over which we have substantial control, then I believe the premise is false.

In a contest between the casino and a player using a really good system, I am convinced that the player can gain a definite edge, especially if the house edge is less than 5 percent.

Characteristic of all would be reputable books on casino gambling are discussions of the so-called gambler's ruin. These discussions are used as a basis for the assertion that in the long run it is impossible to overcome a negative expectancy, meaning a game where the odds favor the house.

A puzzling aspect of all of the analyses I have seen is that any system player is assumed to continue to blindly pursue his system until he loses all of his bankroll. It is on this premise that most systems are generally dismissed as being useless.

However, the proof that any system is bound to fail is usually based on a computerized betting simulation of possible outcomes. These simulations are unrealistic in that they can't test what skillful handling of a gaming contest will entail

Individuals have a number of options that simulations do not consider. A player may quit at the "right time." He may adjust or change his bet selection methods to respond to changing conditions in the game he is playing. He may raise or lower his bets as circumstances indicate. He has the option of pulling off losing tables, with only modest losses. Conversely, he may go for blood during winning sessions. He may lock up profits and limit losses.

The Maximum Advantage Roulette Strategy combines many of these "player strengths" to reduce the house edge to close to zero. Then, using specific betting strategies, the player can actually gain an advantage over the house. The result is that the player can win far higher amounts much more consistently than conventional analysis of roulette would predict.

After you learn how to use correct strategy to play the game, you will learn to apply a set of betting rules. These rules may seem a little complicated when you first read them, but they are easy to use and highly effective.

Once you have absorbed how to play and what to do under different circumstances, and practiced your skills to make sure that you can play under casino conditions, you will be ready to take on the casinos.

Once you learn how to play and beat the game, there will be no holding you back. You will know how to make wagers that offer a minimum edge or "vig" to the casinos and how to set specific win targets, prevent losses and walk away from nearly all roulette sessions a net winner.

You can literally use the Maximum Advantage Roulette Strategy to get rich playing roulette. If you want to make \$1,000 a day gambling, this is the strategy for you.

Once you start winning at roulette, it is like coining your own money. The casino chips will pile up in front of you, and you will find that the casino personnel will even offer many comps to you. "Comps" are casino jargon for complementaries, and if you follow my advice and use the Maximum Advantage Roulette Strategy correctly, you will not only beat the casinos, but you will have the casino bosses fawning on you offering you free meals, free rooms, show tickets and even offering to pay your airfare.





If you want to learn to play roulette professionally, you have come to the right place. Once you learn to apply this powerful strategy, you will have a way to consistently beat the casinos. Best of all, there is nothing they can do to stop you!

Skillful blackjack players always run the risk of being barred from playing. In Nevada, card counters have been treated like card cheats or criminals in the past simply because they were applying their skill to beat a casino game.

With roulette play, you will never have to worry about being barred because of your skillful play. When you start to pull down huge wins, all the bosses can do is sweat and pay you off. If you are a high roller, you can take the casino for thousands of dollars in just a few minutes using the Maximum Advantage Roulette Strategy and there's nothing the house can do about it. If you are a low roller, I will show you how you can use your casino winnings to vault into the high roller category in a short time period.

This book will show you exactly how to become and stay a consistent winner at roulette. The process of becoming a winning roulette player was aptly described in a jewel of a book I discovered on one of my trips to Las Vegas. *The Sealed Book of Roulette* was published by "Billiken" in London in 1924. While some of his systems are too cumbersome to use at roulette as it is played now, his approach to beating the game has merit -

There is a popular saying that figures can be made to "prove anything." Critics usually say that mathematicians have proved over and over again that it is impossible to win at Roulette. This sweeping assertion is incorrect. The skilled mathematician invariably deals with theory, not practice, but when he develops the *-nth* sense, and differentiates between probability and possibility, he will discover that the player can defeat the operation of zero [the house edge] and secure a small but safe percentage of profit. . . .

The steady player, like a good Bridge hand, controls himself and invariably wins.

In writing this book, I realize that the readers will be a diverse group. Some of you will never have played the game. Others will have played the game but may not understand all of the wagers and payoffs. Regardless of your level of play, this book will teach you how to win.



By the time you finish reading, you are going to know more about roulette than most persons involved in the game, including casino managers, pit bosses and dealers. I know that you will put this knowledge to good use.

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## 2. Why Play Roulette?

Roulette — the name means "little wheel" — became the gambling game of choice in nineteenth century France. Although originally associated with Monte Carlo, it is now played in casinos all around the world.

Roulette is the queen of all gambling games. We thrill to the spin and a chance of winning a small fortune with each turn of the wheel. With a practiced flick of the wrist, the skilled croupier sets in motion the spinning wheel and clicking ivory ball. In a swirl of red and black our bet's fate is decided – sometimes we win and sometimes we lose – yet we still continue to bet on the alluring spinning wheel.

The great nineteenth century Russian novelist, Fyodor Dostoevski was an inveterate gambler. He begged and borrowed rubles from his acquaintances to gamble on roulette always hoping that the next spin would be his big win. It was almost as if this bearded genius were hypnotized by roulette and its accouterments – the colorful spinning wheel, the eccentric crowd of gamblers, and the celebrated directions of the croupier – *Faites vos jeux, messieurs!* and as the wheel begins to slow down, *Rien ne va plus!* Roulette has an attraction that can be most addictive!

Spinning games show up in many early civilizations. Ancient Greeks and Romans played gambling games by spinning shields and chariot wheels. Picture a group of burly, battle hardened gladiators, in an area especially cordoned off for these heroes of the arena, spinning a chariot wheel to determine who would be the next challenger in the ring.

These games of chance were not limited to the Mediterranean either. Early Eskimos enjoyed a primitive version of roulette. The direction of a hunting trip was sometimes determined by the direction of a spun arrow.

In these days, Eskimo customs permitted an exchange of wives, and more than once the fate of the little woman was determined by a spin of the wheel. One story which has become a part of gambling lore is that of a young Eskimo gambler who had such a hot hand that he won seventeen wives in one game. It is not reported whether he considered this extraordinarily good luck or bad.

The origins of the modern version of the game are somewhat obscure. One story has the seventeenth century French mathematician Blaise Pascal devising the game while he was in retreat in a monastery, working on numbers theory.

Others believe that an old Chinese game whose object was to arrange 37 statuettes of animals into a symbolic square of "666" was the forerunner of roulette.

*Hoca* was an early version of roulette played in the seventeenth and eighteenth centuries in Germany, Austria, Hungary and

France. The French statesman Cardinal Mazarin proposed that hoca be used to replenish the depleted coffers of Louis XIV and envisioned hundreds of gaming tables spread about the kingdom. However, this scheme met with considerable government resistance, and after Mazarin's demise the game was prohibited with death as the penalty for any practitioners!



With almost magnetic appeal, different forms of roulette would spring forth to enchant and mesmerize European royalty. The Turkish ruler, Selim III, introduced the game to his realm after learning of it from captured French soldiers.

In the imperial Russian court of Catherine II, roulette tables were set up in luxurious rooms especially appointed for such diversions. Russian nobility was entertained and seduced by the elegance, and of course by the chance to win or lose fortunes, which they proceeded to do.

By the time of Waterloo in 1815, legal casinos had spread to several German towns as well.

One of the favorite German gambling resorts was found in the town of Bad Homburg near Frankfurt. The casino was founded by a Frenchman, François Blanc, who also opened the Monte Carlo Casino in the principality of Monaco, a few miles from Nice.

An English journalist of the period, George Augustus Sala, reported on his experience in the Bad Homburg casino in 1866:

The gaming salons, if not conveniently crowded, had their full compliment of players. There were the same calculating old fogies, the same supercilious-looking young men, the same young girls and full-blown women, with a nervous quivering about the lips, and the same old sinners of both sexes whom one has known at these places the last ten or fifteen years, busily engaged at trente-et-quarante.

At the roulette table, too, one had no difficulty in recognizing the old familiar set. The handsome-looking young Russian noble who ‘spots the board’ with gold coins – the fat bejeweled-fingered Jew who seeks to emulate the Muscovite lord with silver florins – the Englishman and his wife, evidently residents, who play against each other, quite unconsciously, at opposite ends of the table – the youthful, yet ‘used up’ little French marquis, who dresses in the English fashion, and brings with him his own private pocket rake, that he may hook in his golden winnings the more readily – the elegantly dressed, shriveled, hag-faced woman who plays for the run on colors – the nervous, care-

worn young Englishman, who plays heavily against the see-saw, with other nervous fellow-countrymen staking their gold on the first, second, or last dozen numbers – professional gamblers, well and ill-dressed, with sharply defined Mephistophelean features, quick restless eyes, and villainously compressed lips, who, after trying all systems, generally get landed croupiers or swindlers in the end – seedy-looking Poles of the last emigration, who prudently place their florins on two, three or four numbers alone, and deep-calculating Germans, who make ventures with painful hesitation, and after long intervals of abstention, and, as a matter of course, almost invariably lose; prostitutes – French, German, English, Polish, Italian, and Jewish – of every nationality – most of them young – so young in fact that the world well may be called their mother, robed like princesses, and becoiffured, bejeweled, and begloved as only prostitutes ever seem to be, and who lay down their gold with charming indifference, though with a decided partiality for zero and the first four numbers.

These, with watchful old women and Germans of hang-dog look that beset every public gaming table, waiting for a chance to pounce upon the stakes of the more unsuspecting players, are some of the characters whom we recognized around the roulette table that night, when the play ran high and the players were more than usually eager." (George A. Sala, "Gambling Sketches," *London Society*, vol. 9 [1866] pp. 491-500).



An interesting sketch of the worldly gamblers found in Germany in the 1860s. I think many of them, or rather their progeny, still find their ways into casinos today. I am sure that you recognize one or two of them.

One reason to play roulette is that the game has a history that is known and respected by many of its devoted players. There's a bit of that Monte Carlo magic in every roulette wheel - even in the crudest sawdust joints. Dice players have no idea that they are playing a game with a history and most could care less if they knew the history of dice games. Often roulette aficionados ensconce themselves in the past. They can even tell you the names of the greatest roulette players in history and can describe the stories of their greatest scores and often, even bigger falls.

Here's a description of Monte Carlo about the year 1900 as taken from *The Sealed Book of Roulette*.

Monte Carlo may be described as the "multum in parvo" of the Riviera, since every amusement, entertainment and pleasure can be tasted and enjoyed until the appetite is satiated. There is nothing wanting.

The Casino proper is a cosmopolitan rendezvous for *toute le monde*, where from ten o'clock in the morning till midnight you will find, seated or standing, the groups of all nationalities playing seriously all manner of systems, and many armed with books and ledgers to check and counter-check their calculations with mathematical precision. Here gambling is carried on as a business, and the social side of life is a secondary consideration.

According to the author, the real world of Monte Carlo is found in the luxurious Sporting Club. He describes his experience here -

The gambling that takes place here, whether at Roulette or Baccarat, is noticeably in the real sporting spirit. There is joyousness in the air compared with the atmosphere of ordinary casinos, mainly because the club members can mostly afford to play and lose cheerfully. Coolness and courage may be seen exemplified among the players for high stakes, in contrast to the hectic flush caused by desperate anxiety which changes the countenance of the spasmodic gamblers in the public rooms across the way.

From midnight to dawn, all through the season, the Sporting Club of Monte Carlo becomes the ballroom of Europe. One can sit about in easy chairs and smoke and gossip with friends or stroll through the heterogeneous throng, listening to wit and admiring beauty, till one realises "the inspiration and mental tonic of gaiety." Truly here will be found gaiety *in excelsis*.

Today, roulette has spread to all parts of the globe. It can be found in locations from Castle Harbour in St. John, Antigua, to the Fairmont Hotel in Livingstone, Zambia.

Roulette is the third most popular casino table game in the United States, and worldwide it is by far the most popular casino table game. The latest information I have available shows that there are

170 roulette wheels in Las Vegas, 155 in Atlantic City, 300 in the United Kingdom, and over 1,500 in Europe.

In the United States, roulette has not enjoyed the popularity of craps and blackjack. The usual explanation is that the average house take of 5.26% in the American version of roulette compares too unfavorably with the line bet odds of 1.4% in craps, and the chance of even gaining an advantage over the casino offered by blackjack.

I think the explanation for roulette lagging behind the other casino table games is a bit more subtle. Craps gained in popularity in World War II, when many GIs were exposed to the game. If you have been in U.S. casinos over the past ten years, you will have noticed that the interest in craps is waning as the World War II generation ages.

Blackjack has received tremendous publicity because of card counting escapades, starting with Edward O. Thorp's revelations in the 1960s that blackjack could be beaten by card counting.

In other words, the greater popularity of craps and blackjack in this country has been more a matter of exposure and publicity than the rational thought processes of gamblers seeking to avoid a casino table game with slightly higher odds than its competitors.

The average craps and blackjack players, with their poor playing, give the house a much greater advantage than the average roulette player, to say nothing of the legions of slots players.

The question to be addressed in this book is whether roulette can be beaten by any means other than by pure luck. If it can, then there is no reason to avoid the game, as playing it is one of the more pleasant diversions I can conceive, and if it is possible to win as well, then the experience will not only be pleasant, but at times exhilarating.

There are three basic approaches to playing the game. The first and most common way of playing is to use no system at all. This is the way the typical person plays, scattering chips all over the layout, playing favorite numbers based on his birth date, lucky numbers or just plain randomly. While it is possible to win playing this way, any winnings would have to be attributed to luck.

A second approach is to apply a mechanical system to the game. There have been more systems devised for roulette than for any other casino table game as the roulette layout lends itself to almost endless combinations of wagering. Some of the roulette systems have exotic sounding names such as Martingale, Labouchere, d'Alembert and Ascot. Sizable winnings have been attributed to some of these mechanical approaches.

A third approach is to look for biased wheels. Since it is impossible to make a physically perfect roulette wheel, the biased-wheel player will seek to detect mechanical defects in the wheel by "clocking the wheel." To clock the wheel entails recording large numbers of roulette decisions, statistically analyzing the results, and then determining whether an advantage can be gained over the casino because of the defective wheel.

We will explore both the mechanical systems and the wheel clocking approaches in this book. Both approaches contain gems of wisdom which can be used to our advantage.

The objective of this book, however, is not to just present an overview of roulette but rather to demonstrate a powerful and effective way of playing and beating the game on a consistent basis. The background information is presented so that you, the reader, will gain better insight and understanding of the game so that you may apply what you have learned to become a consistent winner in roulette.

Maximum Advantage Roulette is a system developed using the best aspects of the mechanical approaches and wheel clocking. With it, you will be able to win a high percentage of your roulette games in any casino in the world.

Casinos don't give money away. To beat them we must target a specific set of objectives and using the right tools, with the right game, beat the casinos at their own game. To this end, you will find Maximum Advantage Roulette most admirable.

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### **3. Present Day Gambling**

Gambling is a great equalizer. While there may be a class system in different casinos around the world, everyone is effected by winning or losing. Winning may bring excitement or even exhilaration, while losing leads to extreme disappointment and even depression.

Casinos are like temples for gamblers. Casinos today are a far cry from the dumpy backrooms and sawdust joints of casinos in the past. Today's casinos are literally glittering entertainment palaces, carefully crafted to draw gamblers and even non-gamblers into their web.

In the 1990s Las Vegas casinos started moving towards family entertainment with themed castles, pirate shows and even roller coasters supposedly geared to mom and dad and the kiddies. I never believed that this was the right direction to go. I cut my teeth in Las Vegas casinos in the 1980s. Many of these casinos were still "mobbed up" with craps dealers with names like Lefty, Mac and Aldo, who hailed from Chicago, Kansas City or Philadelphia.

I am happy to note that the major casinos are focusing back on what they do best: offering a very attractive and compelling way to gamble.



Given human nature, the house edge, casino psychology, and a host of other factors that we will discuss in this book, most gamblers are losers and the casinos can count on winning over the long-term.

However, most gamblers are short-term players and the Maximum Advantage Roulette Strategy is geared for short-term play. Since the average game lasts less than thirty minutes, it can be considered a form of "hit and run" gambling.

Casinos in the past were modest affairs with just a few table games that were often rigged against the players. For example, gaffed roulette wheels were often used with the ball controlled by electromagnetic devices.

Today casinos are large palatial establishments. Their legal status has varied widely over the years, but today, some form of casino gambling is offered in 28 of the 50 states in the U.S.

Whether the casino is operated by Indians or by corporations, both public and private, is located on land, on a river or on a barge, there is a legal casino within a three-hour drive of three-quarters of the American population.

If we consider online gambling, Internet casinos are available to anyone with a computer with a modem and access to the Internet. Many of these computers offer better odds than their land-based cousins and have other advantages over brick and mortar casinos such as offering large cash bonuses and the chance to play their games for free.

The major casino hubs in the U.S. are located in Nevada, Atlantic City and Mississippi. Spectacular hotel casinos are the resort choices of millions of Americans every year. Besides gambling, these resorts feature theme parks, spas, luxurious suites, world class entertainment, championship sporting events and shopping.

European resorts like Monaco, Spain's Gold Coast and Germany's Baden-Baden offer varied casino experiences but they all rely on one underlying principle - the ability to take money from gamblers!

All gambling resorts make most of their money from gaming activities. Casino executives know that on the average, the longer people play, the more they will lose.



The general focus of all casinos is to get you into the establishment and then offer compelling reasons for you to stay as long as possible.

In Nevada, you can't walk anywhere in a hotel without walking through the casino. Slot machines are everywhere - outside of coffee shops, to adjacent to elevators, and bordering on show lines.

Guests' rooms are not as comfortable as rooms in say a Resident's Inn. The televisions may offer a limited number of channels and there usually is not a "mini-bar." The casino bosses don't want their guests to spend too much time in their rooms. The action is in the casino and that's where they want you.

Even while sitting in a casino restaurant you will be exposed to the gaming focus of the casino. Keno runners will move from table to table accepting bets for the next Keno game. Many casinos are designed so that you can hear slot machines making their distinct types of noises in the background; therefore you won't tarry in the restaurant longer than the time it takes to wolf down your food and rush back to the casino.

Alcohol has a big role in keeping you in the casino. Except for Indian casinos, most casinos dispense alcoholic beverages to all casino patrons as a standard comp for players.

Many casinos pump extra oxygen into the casinos, which gives the players a feeling of well being and may encourage them to stay longer at a game. Casino executives defend themselves by stating that they are just increasing the fresh airflow.

You won't see any clocks in a casino. You are encouraged to lose track of time. Many casinos come without windows, so that the passage of time and the change from day to night or vice versa goes undetected by its players.

One way to play without the distractions of smoke, noisy players, constantly ringing bells and other assorted casino noises is to play on the Internet. When you play online, you can play at your own pace, dress (or not dress) as you like and play with as few or as many distractions as you like.



You can control the speed of the game online and easily take a break whenever you want. Unfortunately, even though many online casinos offer better odds than their land-based brethren, many players manage to defeat themselves by exercising little control over their wagering. The net effect is that the average Internet player consistently loses. While the atmosphere in any

ordinary casino may seem unreal enough that losing money becomes a casual experience, the tendency to lose is even more pronounced playing online.

Playing in a casino on a computer does not seem very real, even though it is very real if you are wagering real money. The average Internet casino expects to win about \$200 per week per player, even though many of their games are very beatable.

Casino bosses consider themselves successful when they can convince players to leave their inhibitions at the door. Using chips instead of money and creating an atmosphere that seems almost "other-worldish" are part of the plot to loosen up the players' attitudes and wallets.

I am not going to deny that gambling in either a garish modern day casino or even in a "simulated" artificial casino on your computer screen can be an engulfing and even a satisfying affair. For some people it borders on "spiritual."

If you are one of these people, then I hope you continue to enjoy playing. However, let me help you add an ingredient you probably haven't experienced before. Let me show you how to win consistently.

If you haven't experienced casino gambling, then perhaps you will be willing to try a little roulette play after you read the pages that follow.

In either case, I am going to give you some tools that will help you approach gambling in a way that most people only dream of.

I am going to show you how to turn both land-based and Internet casinos into personal sources of money that you can tap almost at will.



However, in order to do this you are going to have to learn a strategy with several different procedures. Fortunately, it is fairly easy to learn. In addition, you will learn a set of rules that is designed to protect you not only from the maws of the casino, but from yourself.

Finally, you will have to learn to exercise a degree of self-control that will enable you to focus on the game of roulette and see it as a powerful source of income and then calmly and methodically go about making withdrawals from the casino.

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## 4. Odds and Probabilities

Throughout this book, I am going to use terms like "odds" and "probabilities." These terms can be expressed as ratios, percentages or fractions and each has a slightly different meaning. Just in case you slept through your course Statistics 101, or even managed to escape the experience altogether, I am going to attempt to clear things up.

### Probability

A general definition of probability is *the likelihood that a given event will occur*. When we apply this concept to gambling, we usually end up with a specific expression like 1 out of 2 or 1:2.

When probability is expressed as two numbers, the first number represents the expected frequency of a specific event occurring. The second number is the total number of possible events or outcomes, including the specific event and all other events that can occur.

Let's take a look at the concept of probability applied to coin flips. Consider this question - "What is the probability of a head showing on the next coin flip?"

Since there are two possible outcomes (heads or tails) and we are looking for only one event (heads), this probability can be expressed as 1 out of 2, 1 to 2 or 1:2 or even  $1/2$ .

This two number expression can also be converted to a percentage by dividing the first number by the second number, which, in this case, will give us: 1 divided by 2 equals 0.50, which can also be expressed as 50%.

Therefore, the probability of getting heads on the next coin flip is 1 to 2 or 50%.

Let's apply this concept to the game of roulette. The American version of the game has the numbers 1 to 36, plus a zero and a double-zero, for a total of 38 numbers. This gives us 38 possible outcomes on any spin of the wheel. If your favorite number is 17, and you wanted to know how likely this was to show on the next spin of the wheel, you could express this as 1 out of 38, 1 to 38, 1:38 or  $1/38$ .

To determine this probability as a percentage means - 1 divided by 38 equals 0.026 which is 2.6% as a percentage.

Interpretation? There is a 2.6% probability or chance of your wager on the number 17 winning on the next spin of the roulette wheel.

## Odds

The definition of odds is the *likelihood (or probability) of a given event occurring, compared to the likelihood of that same event not occurring*.

Odds, like probabilities, can be expressed as two numbers in the form of a ratio. The first number represents the expected frequency of a specific outcome occurring, which is the same as with probabilities. However, unlike probabilities, the second number states only the number of all the *other possible outcomes*. This figure excludes the specific event - that is, the first amount.

Going back to our coin toss, we can ask "What are the odds of a head showing on the next coin flip?"

If we decide to pick "heads" as our bet selection, we know that on a two-sided coin heads can only show one way. The only other option is a tails. We can show the odds of a heads showing on the next coin flip as 1 to 1, 1:1 or 1/1.

Unlike probabilities, which can also be expressed as percentages, odds are always shown as ratios.

Now, let's calculate the odds of number 17 showing up on an American roulette wheel, with 38 numbers. Our number, 17, represents just one number. The remaining numbers, excluding the number we chose, are 37, making the second figure in the ratio thirty-seven. The odds of a 17 showing on the next spin, or any other single number showing on the next spin of the wheel, is expressed as 1 to 37, 1:37 or 1/37.



If we reverse this ratio, we will show *odds against* a 17 showing. The odds against a 17 showing on the next spin of the roulette wheel are 37 to 1 or 37:1.

### **The House Edge in Roulette**

The house gains its edge over the player because of the appearance of a zero and a double-zero on American roulette wheels. European wheels have only one zero, giving the player a better chance of winning.

Let's calculate how the casino's edge affects the payoff of a wager on our favorite number, seventeen.

We have already calculated the probability of the number showing, which is 1 out of 38 or 1 to 38.

If the house did not have an edge over the player, the correct payout for winning the wager would be the real odds against winning the bet, which is 37 to 1. However, the house gains an edge by shortchanging the player on the payoff of a winning bet and only pays the wager at 35 to 1. The house keeps 2 out of the 38 numbers for itself. These numbers are the zero and double-zero.

The house edge over our bet on the number 17 can be calculated as follows:

Wheel with zero and double-zero -  $2/38 = 0.0526$  or 5.26%

Wheel with one-zero -  $1/37 = 0.027$  or 2.70%

As we shall see later, some casinos use a special rule for roulette's outside bets which allows the wager to stay up for an additional spin after a zero appears. In this case the bet is said to be imprisoned. This rule lowers the house edge even more.

### **The Gambler's Fallacy**

Many gamblers place wagers based on a poor grasp of the law of averages. They believe that because an event has not occurred for a while that it is due.

In one incident, when I first started playing roulette, I came up to a table and started watching before I began wagering. One man was wagering on red, which showed three times in a row while I was watching. I exchanged my cash for chips and started betting black since I knew that long streaks of a single repeating number are fairly rare. I wagered \$5 on black, feeling somewhat superior to the man who kept wagering on red. Red showed again. Next spin I wagered \$10 on black, feeling more confident that black was "due" to show. The ball landed on red again.

I continued to double my wagers until I had lost six bets in a row. At this point I backed off and watched as red showed on eleven consecutive spins.

If I had not backed off wagering I would have run into the house betting limit before I eventually won a bet.

There are a couple of lessons to be learned here. First, no number or event is ever due in a game of chance. This includes all wagers in the games of roulette, craps and baccarat. We will talk about bet selection a lot in this book, as it will become an integral part of the Maximum Advantage Roulette Strategy. However, in general, bucking the trend is not a good idea. The trend is your friend in roulette just like it is when playing the stock market.

The second lesson is that it often pays to be flexible in selecting your wagers in roulette. Gambling probability is defined as the "likelihood" of an event occurring. It does not mean "definite" and it certainly doesn't mean that the event will happen on the next spin or even the next two or three spins.

### **Approach Gambling with a Winning Attitude**

People have different reasons for gambling. For most people it is the excitement of the game, the escape from the humdrum of day-to-day existence, and the possibility of a potential cash windfall.

The price of this "casino entertainment" is the almost certainty of losing money. Surveys of visitors to Las Vegas show that most persons believe they are going to win. The reality is that most of them lose.

Approaching gambling with a positive attitude is important. You need to believe that you are going to win. However, in order to

win consistently and not just once in a while, subject to the whims of blind luck, you have to have a total plan for winning.

This book will give you a complete plan for winning. However, even with a "blueprint" for success, you can still influence the outcome with your attitude. It pays to have a positive attitude as well as a proven way of winning.

With this combination, you will be able to consistently gamble and win. As you read this, there are players using the Maximum Advantage Roulette Strategy to amass small fortunes. If you want to skip ahead to the chapters describing the system itself, go ahead. However, don't forget that winning consistently requires not only the "mechanical means" that the system provides, but the attitude, skill and discipline to follow the system. That's why if you do skip ahead, you should still come back and read all of the material you skipped. It will pay you in spades, trust me.

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## 5. Money Management

One of the most talked about and least understood concepts in gambling is money management. Nearly every article, pamphlet or book written about gambling will attempt to deal with money management.

However, most experts don't even agree that money management works. Some express disdain about a concept that can't be quantified by mathematical expressions. Others believe that money management is the only way to come out ahead.

I fall into the second camp. I know that if you want to win consistently then you have to manage your gambling money very carefully.

The essential goal behind money management is to safeguard your gambling bankroll. I have expanded this concept to include setting win goals for each gambling session and using loss limits to minimize the damage caused by occasional losses. I even record the results of every gambling game and keep a careful record of my wins and losses.

If this sounds like a lot of trouble to go through, let me assure you that it isn't. Once you start using my approach to roulette, every aspect of the system will make sense to you. You will know exactly when to "lock up" a profit for each game and what to do when you encounter a losing game.

Once you start thinking along these lines, you will rapidly develop the habits to perceive your roulette sessions as a new business venture that you can and will be successful in.

### **Your Gambling Bankroll**

Another area that the experts don't agree on is the amount of money needed for a comfortable gambling bankroll.

Once you agree to the concept that you need money set aside for gambling that is separate from the money needed to buy groceries, make the car payment or pay the rent, then you can begin to refine just what constitutes an adequate bankroll.

With the Maximum Advantage Roulette Strategy, I let the system determine the cash needs. By having a reliable system, we can determine every piece of information needed to precisely define the amount of bankroll you need for each level of play.

Not surprisingly, if you want to consistently play using green \$25 chips, you need a larger bankroll than a player using red \$5 chips. The grain of knowledge you need to gain at this point is that both your level of betting and the performance of the system will

determine your bankroll. Once the system is explained and numerous examples are offered, this will become crystal clear to you.

### **Bankroll Strategies**

Like many other situations involving money, money management often has more to do with how you budget your bankroll than simply the size of your bets. In our approach to gambling, we will set both win goals and loss limits. These are not some arbitrary amounts that are constantly subject to change dependent on your whims. The size of your bankroll will determine the amount of money you use for any given game of roulette. The amount used for a game, or your "buy-in," will determine the bets you use, the size of your bets, your loss limit for that game and your win goal as well.

For instance, if you are traveling to a casino destination for a two-day stay with a \$2,000 bankroll, you can divide it into two \$1,000 sessions. You could further divide each session bankroll into four \$250 game bankrolls.

You might go a step further. You might decide to limit your losses to 50% of your buy-in. If you buy in for \$250, then that game would be over whenever you are down by \$125.

Likewise, you might set a win goal of \$100 per game. As soon as you hit this target amount, you could quit playing or at least become more conservative so that you don't lose your winnings back to the casino.

One way to lock up profits is to physically remove them from play. Let's say you just won \$100 on a \$250 buy-in. You can take this \$350 and put it away. The casino's safe deposit box is a convenient place to keep winnings. Some players even bring envelopes for this purpose. When they reach their win goal, they slip the cash into an envelope and mail it home.

If you can't afford a \$2,000 bankroll, you can use a similar formula geared to the size of your gambling bankroll.

Also, please remember that when you win you are not playing with the "casino's money." It is only the casino's money when it is sitting in the chip rack on the roulette table. Once the money reaches your side of the table, it is yours, not the casino's. If you continue to think of it as the casino's money there is a good chance it will make a round trip and end up back on the casino's side of the table.

If you hit your loss limit, you take a walk. There's no point in setting loss limits unless you have the guts to stick to them. Walking away from a loss takes a lot of discipline. Most people won't do it if they still have money on the table. They will wait until every chip is gone, and even then, many will reach for more money rather than accepting a loss and walking away.

Whatever you do, leave the table following a loss. You can sit in the lounge. Or take a walk around the casino. I find that doing something physical works well for me. A brisk 30-minute walk is highly recommended.



The one thing you don't want to do after a loss is reach for more money and continue playing.

### **Maximize Your Winnings**

The most important thing to do when playing roulette is to remember that your main goal is to win, to come out ahead. One way to do this is to minimize your losses, by leaving the table after a loss. When you learn the Maximum Advantage Roulette Strategy, you will also learn very specific adjustments to make in your play after any loss

Many gamblers become addicted to an occasional winning streak. Sometimes the biggest losing gamblers are gamblers who have sometimes had the largest wins. The reason?

They become addicted to the idea of the winning streak. Therefore, when they have a little winning streak, they don't want to quit, because they remember how good they felt when they won a lot of money. They will stay too long at the table until the winning streak becomes a losing streak and they end up with a loss.

One of my former gambling buddies fell into this category. He would never quit when he was ahead, because he never wanted to end a winning streak. However, he would never quit when he was behind either because he didn't like the negative feelings he had walking away a loser. Consequently, there was only one thing that would make him stop gambling. He had to lose every

bit of his bankroll, plus one or two credit card cash advances. Only when he was flat broke would he quit gambling.

Safeguarding your winnings should be your primary concern. There is no such thing as a "small win." Every win is worth keeping.

I am a great a believer as anyone that you should not quit in the middle of a hot streak. The Maximum Advantage Roulette Strategy incorporates this concept into its rules. While setting a win goal is part of the strategy, you never have to quit immediately after hitting the target win amount. Instead, what you can do is modify your behavior. What I like to do is to continue to play but set myself a limit on play. For example, let's say your target win is \$500. You can continue to play after hitting this goal, but with another trigger to pull you off with your winnings intact when the trend ends.

Here's one way to do this. After hitting your win goal, reduce the size of your wagers and continue to play. However, if you lose two bets in a row, quit. This is a very simple rule. If you are in a prolonged winning streak you will seldom lose more than one bet before resuming the winning streak. Whenever you have two consecutive losing bets consider this a reliable signal that your winning streak is over. When it happens, calmly quit betting, and as soon as the dealer has a moment, ask him to "color you up," and prepare for departure.

Your behavior following a nice win should be similar to what you do after a loss. Take a break, go for a walk, have a snack or

go to your room and take a nap. The key thing is to remove yourself from the table at least long enough so that you don't let any feelings of euphoria overcome your safeguards about losing.

Any winnings should be considered a *return on your investment* (ROI). The ROI principle is further explained in the next section.

### **The Return on Investment (ROI) Concept**

I like to think of returns made from roulette in terms of a return on my investment. The ROI concept is simply a way of relating the amount of money earned to the amount of money at risk. If you invest \$1,000 in a bank, leave it there for a year and make \$30 in interest, your ROI would be 3 percent. When gambling, it is useful to think of your ROI as the return you earn on the money at risk.

At its most basic level, I like to relate the amount of bankroll used in a game as the amount of my investment. Win goals, loss limits and ROI are all based on the amount of your buy-in. For some gamblers, "buy-in" is not equal to their investment in a game. They may start out giving the dealer \$200 to convert to chips, lose those chips, give the dealer another \$200 and after losing this amount as well disgustingly throw in a final \$100 in currency to convert to chips. Here the original buy-in of \$200 does not equal the total amount risked, which is \$500.

I don't recommend that you play this way. Generally, your original buy-in should be the total amount you are willing to put at risk in this gambling contest.

With Maximum Advantage Roulette, many other factors are tied to the amount used in a game, including the size of your wagers, the spread between your smallest and largest wagers, your loss limit, your win goal and your ROI for a game.

In general, any ROI greater than 20% of your game bankroll is an acceptable win. With our system, your target win will usually be larger than this, but nonetheless, I want you to consider 20% of your game bankroll a respectable win. Furthermore, I want you to be willing to pick up your chips and walk away with a win as small as 20% of your game bankroll.

If you only buy in for \$200, then a 20% game ROI would be equal to \$40. Before you protest that this is too small a win, please remember that the Maximum Advantage Roulette concept will let you make this level of winnings in a very short time period, usually less than half an hour. If you want to win more, the recommended procedure is to buy in for a larger amount.

Don't worry that I am going to require you to gamble with a higher amount than you can afford. My preferred tactic is to always start small and to increase your bankroll through casino winnings.

Keep the idea of ROI in mind. Not only is the concept a handy way to compute minimum acceptable winnings, it is also useful because it will get you in the habit of thinking of gambling as a form of higher risk investing or speculation, much like "playing the stock market."

However, as we shall see, when you use the Maximum Advantage Roulette Strategy, your risk may be a lot lower than investing in stocks.

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## 6. Trying to Beat the Wheel

Most strategies for beating roulette cannot overcome the house edge, which varies from 1.35 percent to as high as 7.89 percent, dependent on the wheel and the type of bet placed. However, while I can make a true statement that "most strategies cannot overcome the house edge," roulette has been beaten using a number of suprisingly different approaches.

The most common approach is what I call the pure "systems approach." Here, betting a certain pattern such as "bet red after black shows for two consecutive wins," and using some kind of betting progression is the basis of the system.

There are hundreds of these strategies and many of the strategies used in other casino games, such as craps or baccarat, were originated for roulette.

These strategies are nearly always condemned by many gambling experts as worthless in overcoming the house edge. Yet, we will present evidence that using strict betting rules, combined with a number of specific money management techniques can overcome

the house edge, so long as the games are kept reasonably short and certain "stop loss" measures are used.

In the next chapter I completely cover these "Systems and Strategies" so that you will have a fairly complete understanding of the kind of thinking that has gone into developing these systems.

A second approach to beating the wheel entails looking for imperfections in the wheel itself. Because no mechanical device is ever perfectly constructed, these strategies are based on finding certain numbers or groups of numbers or even sections of the wheel where the hits are way out of proportion to what probability theory would indicate. If the hits are distorted enough, then making the appropriate wagers can overcome the house edge. Thus, the game is turned in favor of the player.

The downside to this approach is the amount of time required. Usually at least several thousand roulette decisions have to be recorded to ascertain with a high degree of certainty that a wheel is biased.

Some people enjoy tracking wheels. If you are one of these people, you will be disappointed in the Maximum Advantage Roulette Strategy as it has nothing to do with finding biased roulette wheels.

The concept of finding a biased wheel applies only to physical roulette wheels. I have never heard of a biased roulette wheel in a virtual casino.

This approach is much too tedious for me. However, the concept behind wheel tracking can be used for short-term play. Here, certain numbers or groups of numbers are tracked for a very short time period. It is well known that over a period of 38 spins of a wheel not every number will show. In fact, the odds against every number showing one time in 38 spins of a double-zero wheel are astronomical. What usually occurs is that about one-third of the numbers won't show at all, while some numbers will repeat two, three or even more times.

Our publication, *Target Roulette*, describes a strategy designed to profit from short-term imbalances in the distribution of numbers.

Short-term wheel tracking can be quite profitable if it is used as a short-term playing concept employing hit and run tactics to rack up wins.

Some players claim that they are able to observe a spinning wheel and track what section the ball will land in while bets are still being accepted.

The player who is able to do this observes the ball's speed in relation to the rotation of the wheel. The way a baseball player determines where a fly ball will land or a scientist determines where a falling satellite will reenter the earth's atmosphere are similar.

Generally there is about a 15 to 20 second window when a player who is skilled enough to estimate the section where the ball might land can observe the spinning wheel and ball and then make his wagers. I have never tried to develop this skill and



since much of my play is on the Internet, this skill would be of limited value to me. It is not a skill that is needed to use the Maximum Advantage Roulette Strategy.

There is a fourth approach that is quite controversial. Many experts doubt that this approach is valid. This approach entails observing and learning a "dealer's signature." The theory here is that many dealers develop a predictable routine after spinning the wheel and releasing the ball for thousand upon thousands of times.

These dealers have developed a mechanical approach to the process and tend to spin the ball the same way each time. Since a dealer always picks the ball up from the last number that hit and then spins it a moment later, some dealers will develop predictable "spacing" between their hits. Some players believe that we might be capable of reading these dealers just as we can determine a biased wheel.

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## 7. Systems and Strategies

Betting systems fall into the broad categories of betting the same after each decision, known as flat betting, raising wagers after wins, called positive progressions, and raising money after losses, named negative progressions.

There are also systems which have characteristics of one or more of these types, such as the Maximum Advantage Roulette Betting System which we will encounter in a few more chapters. Many of the classical betting systems were developed for roulette in the eighteenth and nineteenth centuries, but they can be used for other games with even-money wagers such as craps, baccarat and blackjack. Although none of these systems in its pure form is a winning system, it is worthwhile to study the efforts of our ancestors as these betting systems are the grandparents of every modern betting system.

### **Martingale**

Martingale is one of the oldest betting systems using a negative progression. The origin of the name is in dispute. Many gambling writers believe it is a bastardization of the name "Martindale" and that it was named after Henry Martindale, an English casino owner

in the 1700s who is reputed to urge losing punters to "double 'em up" with their wagers.

If you are looking for a system that wins a majority of the time, you need look no further than Martingale. If you use it, the odds are in your favor that on a given night you will be a winner.

This system is very simple. You will use a betting series where each bet in the series is twice as large as the preceding one, as with 1, 2, 4, 8, 16, 32. So long as you win a bet, you will continue to bet at the lowest level, e.g. wager 1. If you lose a bet, you will move up to the next wager, doubling the amount of the previous wager. Use of the system ensures that whenever your wager eventually wins, you will win the amount of the original wager, in this instance 1.

One of my gambling friends once told me about an amazing system he had developed for craps. He had gone to Las Vegas on two consecutive trips and returned a winner. He was wagering only on don't pass at casino craps using a betting series starting with a \$1 bet and doubling his bet after each loss. He was certain that his risk of loss was very small and planned to continue to use the system. He was reluctant to share the system with me but he finally confessed that he was using the following betting series, increasing his wager one level following a loss: 1 2 4 8 16 32 64 128 256. He correctly pointed out that he would have to lose nine times in a row to lose the betting series, and he just didn't think that this was possible.

I pointed out to him that there was a very real possibility that he could lose nine decisions in a row; in fact, this would happen once

about every 500 pass line - don't pass decisions. With craps decisions averaging fifty to sixty per hour, a loss of all nine wagers could happen once every eight to ten hours. I asked him to consider whether he was winning enough to sustain a loss of \$511.00 (the total amount he was risking) in order to win the sum of \$1. This must have impressed him as I don't think he ever used this system again (or at least he didn't tell me about losing with it).

Here's a demonstration of how this system would work in a coin flipping contest. You are betting that the next coin toss will be heads. You have a 50-50 chance of winning any given bet. Should you lose a bet, or two bets, or three bets, just keep doubling your wager until you win one bet. Here's the beauty of this strategy. You only have to win one bet to be a winner! Here's how you could use the Martingale System in the coin-tossing contest:

<b>Amount of Bet</b>	<b>Decision</b>	<b>Win</b>	<b>Loss</b>	<b>Total</b>
\$1	Tails		\$1	-\$1
\$2	Tails		\$2	-\$3
\$4	Tails		\$4	-\$7
\$8	Tails		\$8	-\$15
\$16	HEADS	\$16		+\$1

The above sequence of four tails in a row had a one in 16 chance of occurring. The odds of you winning here are 15:1 in your favor! This seems like a pretty safe bet, doesn't it? You'd only hit a losing streak of four straight losses once in every 16 times you played. That's the best part about using the Martingale System.

A coin toss is a "fair" game where neither the casino nor the house has an edge. Here are the odds against various runs of a given bet (heads or tails) coming up in a fair (50-50) game:

<b>Consecutive Hits</b>	<b>Probability</b>	<b>Odds Against (or For)</b>
1	1 in 2	1 to 1
2	1 in 4	3 to 1
3	1 in 8	7 to 1
4	1 in 16	15 to 1
5	1 in 32	31 to 1
6	1 in 64	63 to 1
7	1 in 128	127 to 1
8	1 in 256	255 to 1
9	1 in 512	511 to 1
10	1 in 1,024	1,011 to 1

However, with roulette there are no true "even-money" bets. There are several bets that pay even-money, but the true odds are not 50-50 as in the coin toss. Let's take a look at "even-money" bets on both zero and double zero wheels.

On a double-zero wheel an "even-money" bet wins 18 times but loses 20 times. On a single-zero wheel this wager wins 18 times but loses 19 times. Thus your odds of winning on a double-zero wheel are not 1 to 2 as with a coin toss, but 1 to 2.11. Since the house pays off a dollar for a win rather than \$1.11, it keeps 11 cents for itself as the house edge or casino "vig." This gives the casino a 5.26% edge over "even-money" bets in the long-run.

On a single-zero wheel, the odds are 2.0556 (rounded up to 2.056) which works out to be a 2.70 percent house edge for long-term play.

The table below shows the odds against consecutive hits of even-money bets on each type of roulette wheel.

Consecutive Hits	Double Zero Wheel		Single Zero Wheel	
	Probability	Odds	Probability	Odds
1	1 in 2.11	1.11 to 1	1 in 2.06	1.06 to 1
2	1 in 4.45	3.45 to 1	1 in 4.22	3.22 to 1
3	1 in 9.39	8.39 to 1	1 in 8.68	7.68 to 1
4	1 in 19.82	18.82 to 1	1 in 17.83	16.83 to 1
5	1 in 41.82	40.82 to 1	1 in 36.65	35.65 to 1
6	1 in 88.24	87.24 to 1	1 in 75.31	74.31 to 1
7	1 in 186.20	185.20 to 1	1 in 154.77	153.77 to 1
8	1 in 392.88	391.88 to 1	1 in 318.05	317.05 to 1
9	1 in 828.98	827.98 to 1	1 in 653.59	652.59 to 1
10	1 in 1,749.14	1,748.14 to 1	1 in 1,343.13	1,342.13 to 1

The Martingale system would be just about unbeatable if you could continue to double your wagers until you finally won a bet.

Modern casinos are very aware of Martingale, and they know that the easiest way to thwart the system is to narrow the spread between maximum and minimum bets allowed. In other words, the minimum wager must be high enough and the maximum wager low enough that no more than eight or nine doublings can occur. If you find a table with a low minimum, such as \$1 and a high maximum, such as \$3,000, you may wish to try using a Martingale system against the table.

You could use the following series of wagers: 1 2 4 8 16 32 64 128 256 512 1,024 2,048. With 12 bets in the series, you would be an odds-on favorite to win any weekend gambling contest involving even-money wagers. However, you might want to consider one thing. If you try this, sooner or later you will lose bet number 11, for \$1,024. You will now have lost \$2,047 and will be called on to bet \$2,048 in order to win the grand sum of \$1. Are you willing to risk it? If you win, you will be up exactly one buck for your

efforts. However, if you lose your last wager of \$2,048, you will have lost \$4,095 in the gaming contest. While the risk of loss is low, it will happen at some time if you continue to wager this way, and there is no guarantee that it won't happen during your first casino excursion using this system.

A story is told in *The Sealed Book of Roulette* (remember this was copyrighted in 1924) that Arnold Rothschild once said to M. Blanc, manager of the casino in Monte Carlo:

"Take off your maximum and I will play against you as long as you like."

Rothschild knew that without a maximum bet he could use the Martingale system and eventually beat the house. Unfortunately, you are not likely to encounter a casino without a maximum bet.

### **Mini-Martingale**

Martingale in its purest form is too risky for the amount of reward offered. Nearly every gambling expert likes to cite Martingale as an example of a losing system and then jump into a gloating mode and proclaim that all betting systems are losers. However, a Martingale system can be used with very good results if it is used on a spot basis. Assume that you are wagering on an even-money game and that you have lost the last four consecutive wagers. Usually, a three-stage Martingale against this trend continuing for three more decisions will be quite profitable and the reward will be reasonable as compared to the amount risked.

A five-stage Martingale progression can be used when it is used against a betting pattern which is less likely to occur than would normally be expected.

### **Grand Martingale**

One criticism of Martingale is that too much is risked as compared to the potential return. For example, in the first Martingale series shown, you would have had to wager \$256 in order to win a net \$1. With Grand Martingale, additional chips are added to each increased wager, so that when a win finally occurs, the amount won will be greater than just the amount of the first wager. A typical Grand Martingale series is: 1 3 7 15 31 63 127 255 511.

Martingale in all forms risks a lot to win a little. When the losses come, they will wipe out hours of profits. Another twist to using a Martingale series is to play Martingale in reverse called an "Anti-Martingale" betting series. With this system, winning wagers will be pressed (doubled). Whenever you encounter a long winning streak this system can produce phenomenal profits. Assume we use the following Anti-Martingale series: 5 10 20 40 80. With five consecutive wins, we will \$155, while our total risk is only the amount of our first wager, \$5. The high-risk reward ratio is a major reason raising your wagers after wins is recommended by many gaming experts. However, as we saw two chapters back, this type of system wins very infrequently, and the many small losses overwhelm most gains, so that over 90% of all games will end with a loss.



## Labouchere

This system was first "discovered" by Henry Labouchere, an English gambler who traveled the world playing it until he died in 1912. His discovery was actually created in the eighteenth century by a French mathematician, named the Marquis de Cordorct.

With Labouchere, also known as the Cancellation System, the player sets up a series of numbers which will add up to the profit he will make if he wins this betting series. If he picks 1 2 3 as his series, his expected profit for winning this series is  $1 + 2 + 3 = 6$ . Like the variations of Martingale, this series is used with even-money bets.

To start the series, a player will wager the sum of the two outside numbers, in this case 4 ( $1 + 3 = 4$ ). If he wins this wager, he will cancel the two outside numbers by scratching them out, and wager the sum of the next two outside numbers. In this simple series, only the single number of 2 is left, so the player would wager 2. If he also wins this wager, he will have won the series, having won 4 on the first round and 2 for the second wager, for a total of 6, the total of all bets in the series.

Any time the player loses a wager, he will add the amount lost to the series and continue to wager the sum of the two outside wagers. Let's assume the player lost the first bet of 4. He would add this wager to the series, which would now become: 1 2 3 4. His next wager would be for 5, the sum of the two outside wagers. We will assume that this bet wins. Having won the bet, our players cancels the outside numbers of 1 and 4 leaving the series as: 2 3. He next

wagers the sum of these two numbers, betting 5. If this wager wins the series is completed. If he loses this wager, the losing bet of 5 will be added to the series and he will continue the series.

The principal appeal of this system is that it appears to be a two for one proposition in that each win cancels two numbers while a loss only adds one number to the series. However, this isn't the case, as the player is not paid two to one on winning bets.

In testing this system, I have had bets escalate to wagers of hundreds of dollars all too frequently. This is probably the most insidious of the old time roulette systems. It is said to have been responsible for more suicides on the French Riviera than any other system. Part of the problem with this system is that the small stream of steady wins tends to lull the player into believing that the system can't lose. Unfortunately, a long enough losing streak will occur that the wagers called for will either be larger than the player's bankroll or will exceed the house limits and not be allowed. In either case, the series will be over with the end result that the player suffers a substantial loss.

This system can also be played in reverse, known as Reverse Labouchere. With Reverse Labby, as many punters call it, the amount of each win is added to the series, and the two outside numbers are canceled whenever a loss occurs. Each wager is still the sum of the two outside numbers. This system produces many small losses in exchange for an occasional win over 1,000 times the amount at risk.

Use of this approach is recounted in Norman Leigh's fascinating account of his successful effort to beat the casino in Monte Carlo by playing Labouchere in reverse (*Thirteen Against the Bank*, William Morrow & Co., 1976). Norman Leigh theorized that the reason so many players lose with Labouchere is that they run into the house limits or lose their playing capital and are unable to recoup losses. Since the bank has almost unlimited capital in comparison to the players, the bank can out wait most player assaults, knowing that either the house betting limit or the player's own limited financial resources will bring about the player's demise.

In using the reverse betting strategy, Leigh reasoned that this approach would most closely resemble the bank's approach to most other players. *He would wait out the small losses until a large win occurred.* Leigh spent months recruiting and training a team to play against the casino. His trials in pulling off this coup make for fascinating reading. I believe that one of the reasons he was eventually able to beat the casino in Monte Carlo was that his starting wagers were fairly low and the house maximums large in comparison. Consequently, he was able to keep his losses fairly low while his team played on, waiting for the monster win.

It is doubtful that this system could be used successfully now, as the spread between minimum and maximum wagers are not large enough in most casinos. The losses realized while waiting for the large win would be enormous, with the house limits on maximum wagers limiting the systems' ability to ultimately recoup the losses.

### **d'Alembert**

This system was invented by a French mathematician, based on the assumption of *equilibrium* in gaming contests. Jean Le Rond d'Alembert reasoned that since winning and losing bets must eventually equal one another, a system of adding one chip after each losing bet and subtracting a chip after a winning bet would ultimately result in a win as winning wagers would always be greater than losing ones.

It is not unusual to win only ten of the first thirty wagers in an even-money betting contest. With d'Alembert's system, the player will wager higher and higher amounts until he eventually runs into our old nemesis, the house limit.

The d'Alembert betting system can be fairly successful if it is modified to include no more than nine or ten bets in a series of wagers, so that potential losses are limited. An additional modification to improve the system is to space the bets so that the win of two consecutive wagers will offset prior losses. A series which accomplishes this is 1 2 3 4 7 11 18. With this series, a player would drop back to the lowest bet after winning two consecutive wagers, such as 7 and 4. This system can be fairly successful if used by two partners betting the opposite in roulette, craps or baccarat.

The betting system incorporated for even-money wagers in the Maximum Advantage Roulette Strategy uses a highly modified type of d'Alembert. As you will see, in a modified form, coupled with a special bet selection strategy, the system can become a very stable and predictable performer.

### **Contra-d-Alembert**

Like Reverse Labouchere, the idea behind Contra-d'Alembert is to reduce the amount risked while allowing profitable runs to rise to great heights. With this strategy we will increase our wager one level after a win and reduce it one level following a loss.

The only positive aspect to the strategy is that when you hit a prolonged losing streak the size of your wagers is quickly reduced. In this respect this system can help protect your bankroll.

However, the upside of using any system requiring increasing your wager following wins is limited. Trends of long, uninterrupted winning streaks are fairly rare in gaming and a system relying on piling up win after consecutive win is not going to win very often.

Here's an example. Your first bet is for one unit. You win and move up to betting two units. With another win, you wager three units and have a loss. You have won two out of three bets and have absolutely nothing to show for it. All of your profit evaporated with that single loss.

If you could always pick your spots, this system would have merit. Of course, if pigs could fly . . . well, you get the idea. It is just about impossible to know in advance when a three-wager consecutive win might occur so that you could jump in with a Contra-d'Alembert. Like so many systems, this one sounds good on paper, but is difficult to squeeze profits out of in real world gaming.

### **Ascot**

This is another of the old time roulette systems that can be adapted to any game offering even-money bets. With Ascot, winning wagers are increased one unit at a time in a predetermined series of wagers while losing bets are lowered one step using the same betting series. An Ascot betting series can be from seven to eleven numbers. A typical series is: 2 3 5 8 13 20 30. The player's first wager would be a middle number such as 8. If this wager wins, the next wager would be 13. If this wager also won, the succeeding wager would be for 20, and so on, with each win followed by an increase of one level in the betting series. The series would end with the win of the last bet in the series. For a win, that would be a win of 30. A losing series would be terminated with the loss of the lowest bet of 2.

The greatest problem with Ascot is that alternating wins and losses at the higher levels of wagers will destroy the profit potential of the series. This can be a serious flaw in any system calling for a large reduction in the amount wagered following a loss.

### **The Fibonacci System**

Fibonacci was a mathematician who discovered a series of numbers where the sum of each two numbers in the series equals the number which follows. A Fibonacci series with twelve levels of bets would look like: 1 2 3 5 8 13 21 34 55 89 144 233 for a total risked of \$608.

This is a very low risk system for use with even-money bets at craps, roulette and baccarat. To use it, you will increase your bet

one level following a loss. After any win, you drop your next wager one level. If you win two bets in a row, or win two out of three bets, you drop back to the first bet in the series.

This system was sold many years ago for \$100 a copy with instructions to use it betting Don't Pass in craps. This is a good system for partners to use betting opposites. With roulette, for instance, one partner could bet red while the other wagered black. With craps, one would wager on pass line and the other on Don't Pass. With baccarat, one partner would bet banker and the other on player hands.

An adaptation of this system has been used to successfully win at craps (*The Silverthorne System*, Silverthorne Publications. See order form in the back of this book).

Incidentally, there are a number of derivations of the Fibonacci series of numbers, including ratios of the numbers, which are regularly used in trading stocks and commodity future contracts. This is indeed a versatile and powerful sequence of numbers.

### **The Parlay**

A parlay or *paroli* is a positive progression method. In its simplest form, it consists of leaving a winning bet plus the winnings up for a second win. If you are betting \$10 on an even-money bet and win \$10, you parlay the wager by leaving \$20 up for the next decision. If this bet wins, you will have won \$30 while only risking \$10.

Probably the most attractive aspect of a successful parlay is that it wins three times as much as the amount risked. However, the

probability of winning two bets in a row on even-money wagers is less than one in four. For this reason, one of the better ways to use a parlay is to combine it with a series of bets where the amount wagered is increased following a loss. For example the following parlay progression could be used: 2 2 3 4 6 8 12 16. To use this series, you would normally start with the first wager in the series. If this bet won, you would parlay it and next wager \$4. If either the original wager or the parlay lost you would move up one level in the betting series. Any time a parlay bet is won, you will start the betting series over. If the series is lost, you may either start the series over or leave the table.

Setting up parlay progressions like the one above can be the basis for some of the best performing betting progressions in gambling. To use such a series in blackjack, which requires additional money in order to handle pair splitting and doublings, requires adjustments to the series. One way to handle this is to modify basic strategy to reduce the number of splitting and doubling plays. However, this is not a wise way to play blackjack as these moves represent one of the player's strongest winning options. A better way to handle the program of developing a winning parlay progression for blackjack is to modify the progression so that it allows for splitting and doubling opportunities.

### **Oscar's Grind**

If you want to use a system with very little risk of loss, here's the one you want.

Oscar has a target of winning one unit at the end of any successful betting series. That's it. One unit. Here are the rules:



1. Increase your bet by one unit after every win; provided that winning the wager won't result in a series gain larger than one unit.
2. Never change the size of your bet following a loss.

Assume that your betting unit is \$5 and you are betting don't pass. You find yourself fighting a hot streak and you have lost six bets in a row for a cumulative loss of \$30. You continue to bet \$5 since you never change the size of your wager following losses. You bet \$5 again and win. Now, with one win and six losses, you are down a net \$25. Following the win, you raise your bet one unit and wager \$10. This wager also wins. You have reduced your net loss to \$15. You raise your next wager one more unit to \$15 and win. You are now even. Your final wager will revert to \$5. Why? Because of the rule limiting the size of a wager to one which will not result in a gain larger than one unit.

Your last bet of \$5 wins. You now have a net win of \$5, having lost six bets and won four.

Even this system can take you to high levels on occasion. If you find yourself in a situation where you have occasional wins followed by multiple losses, the size of your wagers will continue to grow. If this occurs, you will be forced to stop the series at some point and accept a loss rather than risking larger and larger amounts of money.

### **The Red System**

This system originated in the 1960s. It is based on the fact that in the third column of the roulette layout there are eight red numbers and only four black numbers.

This system requires that you wager one unit on the third column and two units on the color black. With a \$5 table minimum, this means \$5 on the third column and \$10 on the color black. If a red number in the third column hits, you win \$10 for the column bet (it pays 2 to 1) and lose the \$10 wager on black, for a break-even decision. However, if a black number in the third column hits you will win \$10 on the column wager and \$10 on the black color bet, for a total of \$20. If a red number hits in the first or second column, you will lose both bets, for a \$15 loss. If a black number in the first or second column hits, you will lose the \$5 column bet and win the \$10 wager on black, for a net win of \$5. If a 0 or 00 shows you will lose both bets for a \$15 loss.

This system does not gain any real edge over the house and in using it, the casino will eventually beat the player. This system could be set up using a negative betting progression, but I would not recommend it.

### **The Black System**

This system is much like the red system and is based on the fact that in the second column there are eight black numbers and only four red ones. Instead of betting on the third column and black, you will wager \$5 on the second column and \$10 on the color red. This is just the opposite of the Red System and offers no real advantage to the player.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2

## 8. Wheel Tracking Systems

In the winter of 1873 an English engineer and mechanic left the damp and dreary British Isles for the warmer clime of Monte Carlo. In his business of manufacturing spindles for cotton mills, he had become intrigued with roulette wheels, which are theoretically perfectly balanced and therefore produce purely random results. He had a theory that the wheels might not be as perfectly balanced as they were alleged to be and he had a plan to discover and exploit any imperfections in the wheels.

After viewing the renowned casino, the Englishman, Joseph Jagers, hired six clerks to sit all day long at the six tables in the Beaux-Arts Monte Carlo Casino and record every number shown on every spin on every roulette wheel.

The next week Jagers spent holed up in his hotel room, analyzing the increasing pages of numbers his clerks were providing. Finally he emerged, satisfied that he was now ready to battle the casinos.

Jagers entered the casino and calmly began to play on the sixth roulette wheel. He started with small wagers and as he won, he gradually increased his wagers. By the time his winnings

exceeded \$10,000 he was under the scrutiny of casino personnel, and when his winnings broke \$50,000, fully three casino inspectors were nervously watching this casino novice. By the end of the day, Jaggars had won \$70,000!

On the following day, Jaggars returned and began wagering on the same wheel. He continued to win. The inspectors believed that he must be cheating, but they finally discovered a pattern to his betting. Even though he disguised his play by wagering other numbers, he consistently bet 7-8-9-17-18-19-22-28-29. Of these numbers, all except 8-17-18 are adjacent on the wheel.

By the fourth day, Jaggars had won an incredible \$300,000! Finally, an inspector noticed that Jaggars always played at the same wheel. After the casino closed for the evening, casino employees moved all six of the roulette wheels.

When Jaggars sat down to play the next day, he began gambling heavily at the sixth table – which unknown to him was not his favorite – and proceeded to lose \$200,000. Finally he realized something was wrong and having an excellent memory, he recalled a scratch on the side of the original wheel. He found it, in spot number one.

Playing conservatively, he accumulated \$350,000 in the next three weeks. The casino was in a state of panic. At this point, not only was Jaggars cleaning up, but a large crowd of other players had begun making the same wagers, so that the casino was losing much more than just Jaggars' wins.

The casino dispatched a courier to the wheel manufacturer in Paris. The manufacturer discerned that the problem with the sixth wheel was due to the frets (the metal walls separating the pockets on the wheel). The courier returned to Monte Carlo with a whole new set of frets and the casino changed the frets in all the wheels in the wee hours of the morning when the casino was closed.

This, of course, was kept secret from Jagers and the casino fervently hoped that Jagers would not notice the change and would be kind enough to lose all of their money back.

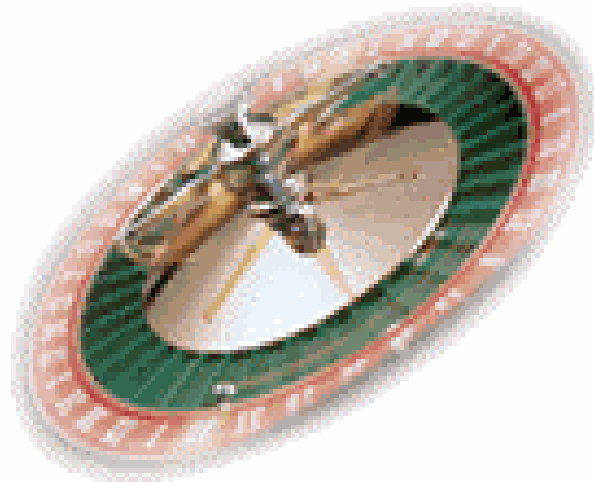
Jagers resumed playing as usual. Within two days, he had lost \$75,000. Realizing that the casino had finally prevailed against him, he calmly picked up his sizable winnings, which now totalled \$325,000, bade farewell to Monte Carlo, and returned to England. He never returned to Monte Carlo.

The size of Jagers' winnings are simply staggering when we consider that this sum would be worth over three million dollars today.

His method is perfectly legal, is still practiced, and by some estimates has won over \$6,000,000 in the well published ventures. How much has been won in unreported successes, by gamblers who keep their mouths closed, no one knows. But the amount is sizable.

What Jagers and others have done is to clock roulette wheels to determine if the wheel is biased enough to allow the player to exploit this bias.

As there is no such thing as a physically perfect roulette wheel, the biased wheel player seeks to detect defects by writing down the roulette numbers as they occur to determine whether certain numbers are coming up with greater than expected regularity.



While casinos use and discard cards and dice daily, roulette wheels cost as much as an automobile and so are used for long periods of time. Over time, a minority of wheels will exhibit enough wear and tear such that they no longer produce random results, but rather become biased in favor of certain numbers or groups of numbers. By clocking enough numbers this bias can be detected, and if the bias is strong enough, a player, by wagering the number or numbers with greater probability of occurring, can win substantial amounts of money.

How much of an advantage can be gained by finding a biased wheel? The table below shows the frequency of a given number and the mathematical advantage possible on a biased wheel.

### Players Percent Advantage

This table shows the player's percent advantage on a biased wheel, whether American or French, with a payoff of 35 to 1.

Frequency	Percent Advantage	
38	-5.26%	(unbiased double- zero wheel)
37	-2.70%	(unbiased single-zero wheel)
36	0.00%	
35	2.86%	
34	5.88%	
33	9.09%	
32	12.50%	
31	16.13%	
30	20.00%	
29	24.14%	
28	28.57%	
25	44.00%	
23	56.52%	
20	80.00%	

Using the table, we can see that on an ordinary double-zero American wheel with no bias a number will show on an average frequency of every 38 spins, and with the payoff of 35 to 1 (which is the same as 36 for 1), the casino advantage over the player is 5.26%.



On the unbiased French wheel with 37 numbers, the house edge is 2.70%. If we could remove the zeros from both wheels, then our expected frequency of a single number would be 36 and the house would have no advantage.

Now, the object of finding a biased wheel is to **gain an advantage over the casino**. The table shows the percentage advantage attainable dependent upon the frequency of a number showing. If a number shows on the average every 34 spins, then we have gained a 5.88% edge over the casino. If the frequency is once every 30 spins, our advantage increases to a whooping 20.00%. And if we are fortunate enough to ever find a situation where a number shows with a frequency of once every 20 spins, our advantage in playing this number is 80.00%.

There have been a number of players who have found and exploited roulette wheels. We recall Joseph Jagers' success in 1873. In the period from 1969 to 1971 Dr. Richard W. Jarecki won about \$1,280,000 playing at San Remo and Monte Carlo using biased wheel play.

The Billy Walters syndicate during different periods from 1986 to 1989 won over \$4,400,000 in Atlantic City and \$400,000 in Las Vegas!

Obviously, the rewards of finding and exploiting a balanced wheel can be rather extraordinary. But how difficult is it to find such a wheel?

The only tried and proven legal way of accomplishing this is to clock, that is, record the numbers of a roulette wheel as they are spun and analyze them, much as Jagers did in 1873.

Obviously a hand held computer would be very helpful, but such devices are banned in most casinos, and use of a computer or similar device in a casino in Nevada may even earn you jail time.

So the only practical way of identifying a potentially biased wheel is to record and analyze the results of spins.

A significant amount of mathematical analysis has been done in determining the minimum number of spins which should be tallied in order to determine if a wheel is truly biased. To be reasonably sure that a wheel is biased **you should record a minimum of 800 spins**. In the United States, with an average number of spins of 100 an hour this would take eight hours. At the slower European rate of 40 an hour, accumulating a sample of 800 spins would take twenty hours.

After the sample has been made, you will look for a number with a statistically significant number of occurrences. Based on sound theories propagated by the Belgian gambler and mathematician Pierre Basieux (*Roulette, Die Zählung des Zufalls*, Munich, 1992), the expected frequency of a number, if it is truly random, in 800 spins is 33. If the number occurs more than 33 times, the wheel may be biased. The higher the number of occurrences, the greater the potential bias.

If we clock a sample of 800 spins and find that number 6 shows up 34 times, number 13 occurs 35 times and number 16 shows 38 times, we obviously have a much better case for 16 being a biased number than for either 6 or 13. In this situation, the best play would be to start wagering on all three numbers, while continuing to record the spins as they occur. Since each of these numbers has exceeded our target of 33 occurrences in 800 sample, each number should be considered a candidate for occurring more often than randomly.

How easy is it to apply this wheel clocking approach? We have noted that there have been some celebrated successes in using wheel clocking to identify biased wheels.

Allan N. Wilson, in *The Casino Gambler's Guide* (New York, 1970), recounted his adventure as a young man in trying to beat the wheel. Wilson and a companion, Robert Bowers, sought to emulate other well-publicized successes in wheel clocking. In June, 1948, they descended on Harold's Club in Reno to try this approach.

After playing a wheel for 80,000 spins (a month of continuous play) they increased their bankroll from \$50 to only \$350. At this point, they decided to switch wheels and after a week's play or 20,000 spins, they had lost back \$100 of their \$300 profit.

The first wheel they picked because they liked its location; the second wheel they picked because the wheel was severely worn and seemed to be a likely candidate for producing biased numbers.

On a later trip to Reno in 1951, the two young men found a wheel which showed considerable promise, and they felt confident that they could win a substantial amount of money. They were enjoying a moderate success wagering on number three when the casino interrupted the game.

Wilson describes what happened in his own words:

"At this point the pit boss unexpectedly sent a mechanic in to test the wheel. First he laid a carpenter's level across the rim. The bubble didn't show a true horizontal, so he cranked up the feet of the table until he was better satisfied. Actually, we didn't care a hoot about that because we didn't believe that a slight tilt could affect the success of any number very much. But then he began feeling the metal slots between the numbers. When he came to [our hot] number 3, he got very excited, and went running off to tell his boss.

"Meanwhile, we commenced playing at \$4 per spin instead of the quarters we had played previously. . . We played for about an hour with the new stakes, rocking up and down, when suddenly the owner himself appeared on the scene. He stopped the action immediately. Then he picked up the ivory ball and conducted his own little test on the wheel. He held the ball against the metal slots, spun the wheel very fast, and listened to the noise that the

ball made upon the slots as it went around, 'Klunk-klunk-klunk-ping-klunk-klunk-klunk-ping.' That was enough for him, and he growled that the mechanic who was responsible for that wheel should be fired. He ordered a new wheel!

"Everybody was stunned, for this was the first time in the history of Harold's Club that the management had ever changed a wheel on any roulette player. It was supposed to be the biggest and most generous club in Nevada. . . Everyone was astonished: the players, the spectators, the dealers, and even the pit bosses. We were utterly crushed, of course, for all our data-taking became useless."

Because of the casino's tactics, Wilson and Bowers won only about \$125 on the biased wheel in twenty four hours of straight play!

These young men spent a considerable amount of time and energy to come away with very meager winnings. Just how realistic is wheel clocking for the average player? Is there a way to benefit from this knowledge without undergoing the ordeal of Wilson and Bowers? Surprisingly, there is different approach relying on normally occurring variations in the results of roulette spins which will give you a greater advantage than wheel tracking and is much easier to use.

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## 9. Procedures and Bets in Roulette

Roulette is easy to play and a wide variety of wagers can be made. The American version is fairly fast with the dealer spinning the wheel from 80 to 110 times per hour.

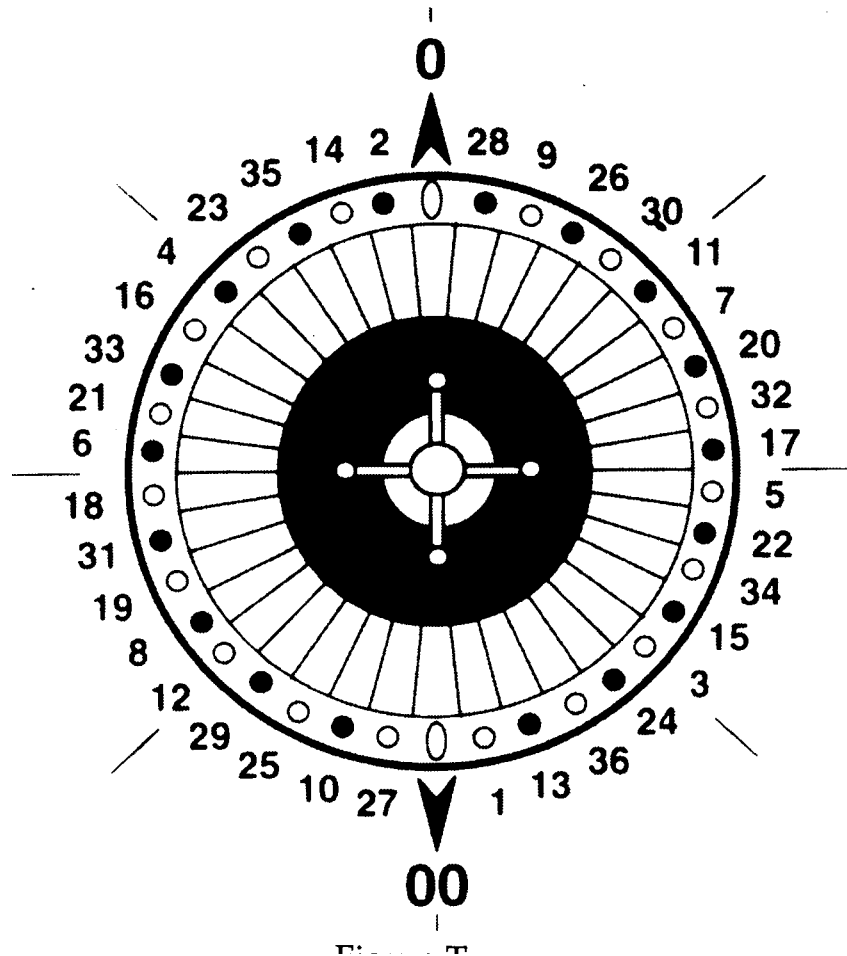
The French version of the game is more leisurely with only 30 or 40 spins per hour.

The bets are basically the same in the French and American versions of the game, with the principal difference being that the American wheel has both a zero and a double-zero on it.

The French wheel has numbers 1 to 35 plus a zero. It is the zero that accounts for the house edge of 2.70%. This percentage is cut in half on the even-money wagers in European casinos, where these bets are placed *en prison* when a zero shows up. They remain on the table "in prison" until the next spin. For even-money wagers that win, the bets are returned; for those that lose, the casino takes the wager. A second option is also offered, that of *le partage* (sharing). With this option, when a zero comes up, a

player with an even-money bet keeps half his wager and gives up half. In Britain no choice is allowed, only *le partage* is allowed.

### The American Roulette Wheel

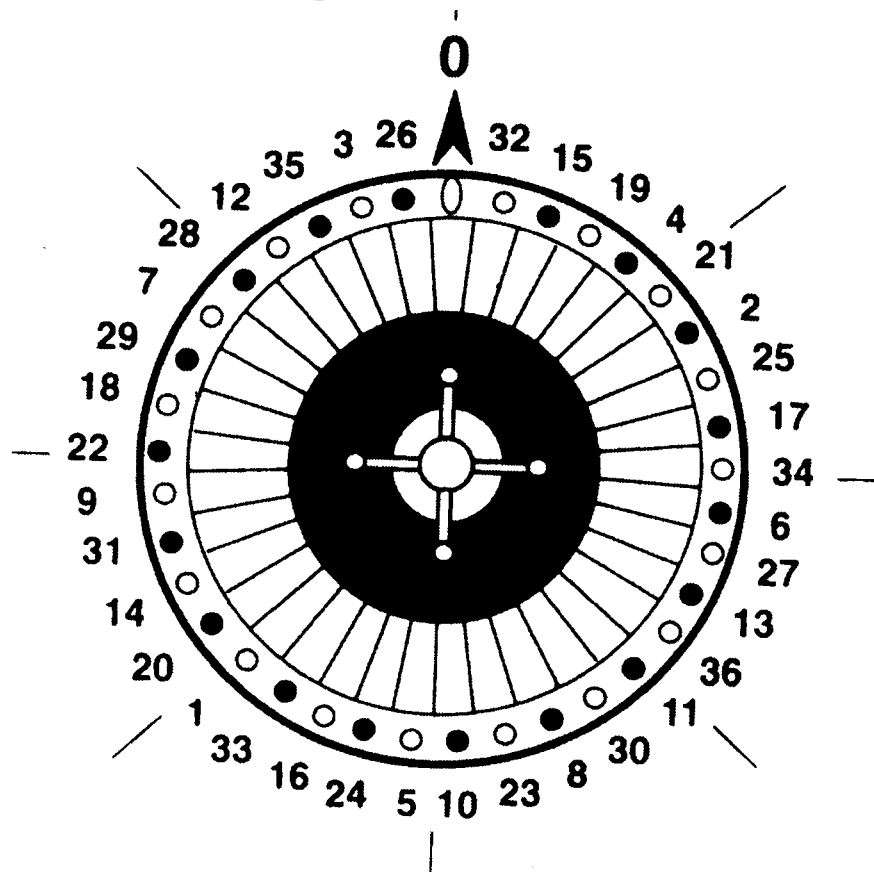


With the *en prison* and *le partage* rules in force, the house edge is reduced to about 1.38% for even-money wagers.

The American wheel, with the addition of the double-zero, offers the same payoffs on wagers, but the extra zero increases the house edge to 5.26%. When a zero or double-zero occurs, all wagers lose, including all even-money bets.

The game is played with a wheel containing 37 numbers in the European version (1-36 plus zero) and 38 numbers in the United States version (1-36 plus zero and double-zero). The numbers are printed on spaces marked on a wheel and separated by metal dividers called frets. The numbers do not run consecutively and there are different layouts for the French and American wheels.

**The European (French) Roulette Wheel**





## **An America Double-Zero Wheel**



Wagers are made by placing chips in various positions on the table. The American tables are much smaller than the French ones, and the players can usually reach the portion of the layout on which they wish to wager and therefore place their own wagers. In the French version, the table is much larger, and the croupiers use a rake to place and pay wagers.

In either game, the croupier or dealer will assist a player wishing to make a wager.

The casino allows you to bet all of the numbers, including the 0 and 00. If you bet any of the numbers "straight up" and your number comes up on the next spin of the wheel, you will be paid 35 to 1 (you will have your original wager, plus chips equal to 35 times your wager). You can also bet different combinations of wagers, including two, three, four, five and six number bets, as well as dozens, columns, red or black, odd or even and high or low.

The players make their wagers by placing chips on the spaces of the layout in any manner allowed by the rules. The dealer starts the wheel spinning, then flips the ball on the bowl's back so that it travels in the opposite direction of the spinning wheel. Players may continue to place bets while the ball and wheel are still in motion until the dealer announces "no more bets." In the French version, the dealer will state "*rien ne va plus*", meaning the same thing. Bets placed on the layout after this announcement are not valid and will be returned to the player.

When the balls comes to rest, it marks the winning number, the winning color and any other combination bet made. The dealer announces the winning number.

On the first spin, the dealer has no fixed point from which to spin the wheel or ball. Thereafter, he will spin both from the position of the winning pocket of the preceding spin.

## The American Roulette Layout



		0		00	
1-18	1st DOZEN	1	2	3	
		4	5	6	
EVEN		7	8	9	
		10	11	12	
	2nd DOZEN	13	14	15	
		16	17	18	
		19	20	21	
		22	23	24	
ODD	3rd DOZEN	25	26	27	
		28	29	30	
19-36		31	32	33	
		34	35	36	
		1st	2nd	3rd	
		COLUMNS			

Figure One:

<b>Type of Bet</b> American term <i>French term</i>	<b>Maximum Bet Allowed</b>	<b>Payout</b>	<b>Reference</b>
Straight or single number <i>En plein</i>	\$25	35 to 1	A
Split or two numbers <i>A cheval</i>	50	17 to 1	B
Street or three numbers <i>Transversale pleine</i>	75	11 to 1	C
Square or Four numbers <i>En carre</i>	100	8 to 1	D
Line or Six numbers <i>Sixaine or transversale simple</i>	100	5 to 1	E
Dozen (1st, 2nd, 3rd) <i>Douzaine (premiere, moyenne, derniere)</i>	250	2 to 1	F
Adjacent dozens (only on French wheel) <i>Douzainea cheval</i>	500	1 to 2	G
Column <i>Colonne</i>	250	2 to 1	H
Adjacent columns (only on French wheel) <i>Colonnea cheval</i>	500	1 to 2	I
Red or black <i>Rouge or noire</i>	500	1 to 1	J
Odd or even <i>Impair or pair</i>	500	1 to 1	K
High (19-36) or Low (1-18) <i>Passe or Manque</i>	500	1 to 1	L

A single number bet is made by placing a chip on the number itself without touching any lines. Bets on two numbers are placed on the line between numbers. Three number wagers are made on the outside line of the layout. Four number bets go on the intersection of four numbers.

A five number wager is made on the American wheel and covers 1, 2, 3, 0 and 00. This wager is placed on the line separating the 1, 2, 3 from the 0 and 00 spaces at a corner intersection. This becomes a four number wager on the French wheel. Incidentally, the five number American wheel wager has the distinction of giving the house an edge of 7.89% as compared to 5.26% for all other wagers on the American wheel.

A six number bet is made by placing the chip at the intersection of the side line and the line between two rows of numbers. Bets on columns are made by placing chips on one of the three spaces on the bottom of the layout, under the columns of numbers. Dozens are wagered by placing the wager in the appropriate box. On the French table, 12<sup>P</sup>, 12<sup>M</sup> and 12<sup>D</sup> correspond to 1st, 2nd and 3rd 12s. Bets on adjacent columns or dozens are placed on the line between the two columns or dozens. Bets on even-money chances are made by placing the wager inside the box corresponding to the wager. For instance, a wager on red is made by placing the bet in the red box on the outside of the layout.

In the American version of the game, each player is issued a different colored chip, so that no two players play with the same color chips. Typical colors used are: white, yellow, brown, red, green and purple. These chips themselves have no value as a

player determines the value of the chips when he buys in. For instance, one player's chips may represent \$.25 each, while another player's chips may be worth \$1.00 each. The dealer "marks" the value of each color chip with a button.

A player using the colored roulette chips should never leave the table with the colored chips, as they may not be cashed in or used in any other casino game. When you are ready to leave the table, ask the dealer for color and he will change the roulette chips for regular casino chips.

In the French game, chips represent fixed amounts, such as five francs, twenty five francs and so on. You need to watch your own wagers like a hawk as *there is no difference in color to differentiate your wager from anyone else's*. Consequently, there are many more disputes in the French game, and more than once another player has tried to grab my winnings. I have found that it pays to stand firm in these matters and that if the dispute can be resolved in no other way, the house will pay both players.

Because of the size of the French table, you will require the croupier's assistance in playing many of your wagers. An experienced croupier will remember your wager (especially if you tip after winning a large payoff) and can be your ally when these disputes arise.

# TABLES OF NEIGHBORS

## Single Zero Wheel

Single Zero Wheel									
12	35	3	26	0	32	15	19	4	
5	24	16	33	1	20	14	31	9	
15	19	4	21	2	25	17	34	6	
7	28	12	35	3	26	0	32	15	
0	32	15	19	4	21	2	25	17	
30	8	23	10	5	24	16	33	1	
2	25	17	34	6	27	13	36	11	
9	22	18	29	7	28	12	35	3	
13	36	11	30	8	23	10	5	24	
1	20	14	31	9	22	18	29	7	
11	30	8	23	10	5	24	16	33	
6	27	13	36	11	30	8	23	10	
18	29	7	28	12	35	3	26	0	
17	34	6	27	13	36	11	30	8	
16	33	1	29	14	31	9	22	18	
3	26	0	32	15	19	4	21	2	
23	10	5	24	16	33	1	20	14	
4	21	2	25	17	34	6	27	13	
14	31	9	22	18	29	7	28	12	
26	0	32	15	19	4	21	2	25	
24	16	33	1	20	14	31	9	22	
32	15	19	4	21	2	25	17	34	
20	14	31	9	22	18	29	7	28	
36	11	30	8	23	10	5	24	16	
8	23	10	5	24	16	33	1	20	
19	4	21	2	25	17	34	6	27	
28	12	35	3	26	0	32	15	19	
25	17	34	6	27	13	36	11	30	
22	18	29	7	28	12	35	3	26	
31	9	22	18	29	7	28	12	35	
27	13	36	11	30	8	23	10	5	
33	1	20	14	31	9	22	18	29	
35	3	26	0	32	15	19	4	21	
10	5	24	16	33	1	20	14	31	
21	2	25	17	34	6	27	13	36	
29	7	28	12	35	3	26	0	32	
34	6	27	13	36	11	30	8	23	

# TABLES OF NEIGHBORS Double-Zero Wheel

Double-Zero Wheel												
30	26	9	28	0	2	14	35	23				
29	25	10	27	00	1	13	36	24				
25	10	27	00	1	13	36	24	3				
26	9	28	0	2	14	35	23	4				
1	13	36	24	3	5	34	22	5				
2	14	35	23	4	16	33	21	6				
3	15	34	22	5	17	32	20	7				
4	16	33	21	6	18	31	19	8				
5	17	32	20	7	11	30	26	9				
6	18	31	19	8	12	29	25	10				
7	11	30	26	9	28	0	2	14				
8	12	29	25	10	27	00	1	13				
17	32	20	7	11	30	26	9	28				
18	31	19	8	12	29	25	10	27				
10	27	00	1	13	36	24	3	15				
9	28	0	2	14	35	23	4	16				
13	36	24	3	15	34	22	5	17				
14	35	23	4	16	33	21	6	18				
15	34	22	5	17	32	10	7	11				
16	33	21	6	18	31	19	8	12				
21	6	18	31	19	8	12	29	25				
22	5	17	32	20	7	11	30	26				
23	4	16	33	21	6	18	31	19				
24	3	15	34	22	5	17	32	20				
0	2	14	35	23	4	16	33	21				
00	1	13	36	24	3	15	34	22				
19	8	12	29	25	10	27	00	1				
20	7	11	30	26	9	28	0	2				
12	29	25	10	27	00	1	13	36				
11	30	26	9	28	0	2	14	35				
31	9	8	12	29	25	10	27	00				
32	20	7	11	30	26	9	28	0				
33	21	6	18	31	19	8	12	29				
34	22	5	17	32	20	7	11	30				
35	23	4	16	33	21	6	18	31				
36	24	3	15	34	22	5	17	32				
28	0	2	14	35	23	4	16	33				
27	0	1	13	36	24	3	15	34				

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2



## 10. The Player's Edge

As powerful as the casinos may seem to be, you can walk into a casino knowing that you have an edge over the house. As a successful gambler, you have to be able to win more than you lose. What are the tricks you will use to gain an edge over this formidable adversary?

Your edge will consist of the following actions:

1. When you are losing, you can quit.
2. When you are winning, you can walk out with the casino's money.
3. You can vary the size of your wagers.
4. You can pick where to play.
5. You can modify your strategy based on table results and conditions.
6. You can use discipline to develop a winning plan and then stick to it.

Most players never realize what an advantage these offer. The casino cannot be flexible. It must continue to offer the same games, with the same rules, without the ability to react to changing conditions. The nimble player can weave and dodge and even choose not to play a particular game. Let's elaborate on the player's edge:

**1. When you are losing, you can quit.** You can always control your losses while the casino must continue to offer its games regardless of the outcomes. Most roulette players buy a fixed amount of chips and then don't quit until all of the chips are gone. There is no law that says you have to lose your entire buy-in before you lick your wounds and call it a game. Smart players learn to read a losing session long before all of their chips are gone and know how to walk away with at least some of their game bankroll intact.

**2. When you are winning, you can walk out with the casino's money.** As a player you can always control when you stop playing. While the casino must continue offering its games twenty-four hours a day, you can jump in, grab a win and pull off. You have ultimate flexibility while the casino does not.

**3. You can vary the size of your wagers.** One approach a player can use is to increase the size of his wagers when he is winning and reduce them when losing. He may also choose to raise his wagers after losses so that only a win or two out of many wagers will put him ahead. A player can set up options where he doesn't have to win the majority of his bets. Using these techniques effectively goes a long ways towards minimizing the house edge and even turning it into a player edge!

**4. You can pick where to play.** You can play at tables offering the best situations for you. You can choose to play at tables that are almost empty by playing during slack periods. This can significantly increase your hourly win rate. You can also make it your business to know where the best payoffs are.

If you are looking for certain table conditions, you can scout for the right table before you play. You have numerous options while the house must offer the game to anyone who is old enough to play, conforms to fairly lax casinos standards and has some money to begin play.

**5. You can modify your strategy based on table results and conditions.** Every table develops different trends at different times. Since we are going to concern ourselves only with even-money bets, we will take a hard look at patterns, streaks and other occurrences. You can adjust to the changing playing conditions as they occur. If the table is repeating a particular color, you can modify your strategy to take advantage of this trend. If the chop from one color to another, seemingly in an unpredictable manner, you can make still different moves. In short, you have the ability to bob and weave, duck and thrust, parry and counter punch. The table can't react to anything. Every roulette table is like an inanimate object that must endlessly grind out numbers, while you circle and pounce.

**6. You can use discipline to develop a winning plan and then stick to it.** The house has ultimate discipline. The very structure of the casino games and atmosphere exhibit a carefully planned approach designed to transfer funds from the players' pockets into the casino coffers in the shortest time possible. Of course, to a large extent this relies on most players' lack of discipline. Once you gain the discipline to set up a winning game plan and then follow it, you can effectively neutralize much of the casino's edge over the crowd of players.

A few days ago I played a couple of hours of roulette in a local casino. I played for low stakes, buying in for \$500. I used the Maximum Advantage Roulette approach. It was a typical roulette table with the other players scattering their bets all over the layout. I was the only player who seemed to have a plan for his play.

I don't believe that anyone else at the table won any money but me. The difference between the rest of the players and me was that I had a plan for the evening and I stuck to it. With a \$500 buy-in, I set \$300 as my profit goal. In a little over an hour, I checked my chips, found I was up \$312 and cashed in. Most players don't have this kind of discipline, but once you learn it, you can walk away with win after win!



The player's edge comes from all of the points listed above, plus the ability to hide your wins from the casinos. There is really no reason that anyone other than you and your significant other should know about your casino prowess. There are people who would kill you for fifty bucks. Casinos really don't like winners. That's why a number of Las Vegas casinos still bar blackjack card counters. It may not be fair, but even with all of its advantages, if you somehow manage to win, the casino can deny you access to their games.

The book *How to Survive and Prosper as a Professional Gambler* offers some excellent suggestions on how to consistently beat the casinos and still stay on the bosses' good side. I recommend it to you. You can grab a copy free by visiting the Power Blackjack web site and signing up for the free newsletter. See - <http://www.silverthornepublications.com/PowerBlackjack/>

The net effect of applying all of the elements of the player's edge is to neutralize and even overcome the casino's advantage. Your biggest edge will come from your discipline. Interestingly, this is the same kind of discipline the casinos expect from their dealers, floor bosses and staff. If it works for them, you know that it will work for you too!

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## **11. How the Casino Sees Players**

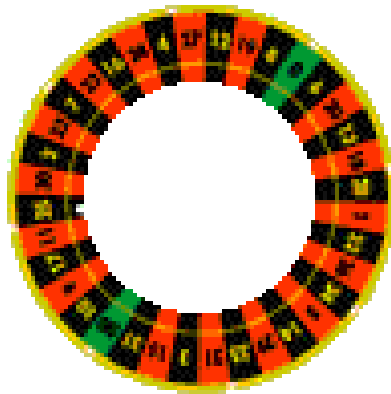
The first reason most gamblers would give for why casinos win more than they lose is the house edge. While most persons have no idea how a house edge is calculated, they vaguely know that somehow the casino has an edge over them.

There is no question that the house edge is like an insurance policy the casinos carry, insuring them that if the mob of players play long enough the casino will grind out its inevitable win percentages. However, the casinos rely on a lot more than percentages to beat most players. Casinos are experts at creating the psychological triggers that give them a much bigger edge than the house edge.

The Maximum Advantage Roulette Strategy is a winning strategy which will help you win consistently at roulette. But, using it or any other winning strategy is still no guarantee that you will win. The casino's power and charms are formidable, and when you face the casino in a battle for its money, it will employ every resource at its disposal to relieve you of your money, hopefully in the most pleasant manner possible.

## The House Edge

The house edge is the mathematical edge the casino has over most bets. This edge is gained by paying players less than the correct payoff for winning bets. There is a precise probability for each bet in a casino. If you were paid the mathematically correct payoff, in theory, the house would have no edge over you.



Let's take a look at roulette to illustrate how the house edge works. The American version of the game has thirty-eight numbers on a wheel: 1 to 36, plus 0 and 00. If you placed a bet on one of these numbers, you would be paid 35 to 1 for your winning bet.

Does this sound right? Your probability or chance of winning is one in 38, which can also be expressed as 37 to 1. By only offering you 35 to 1 on a 37 to 1 risk, the casino is gaining an edge by reducing the amount it pays you for winnings.

On an American wheel, the casino's edge is 5.26%. This means that on the average, you will lose \$5.26 to the casino out of every \$100.00 wagered.



The house edge is the casino's ultimate weapon to insure that in the long run it will have a profit. However, it is just insurance for the casinos. The majority of most casinos' winnings are created because the players find ways to beat themselves.

### **The Casino Environment**

Casinos go out of their way to create attractive, appealing and often unique environments. No expense is spared to create an environment filled with hospitality and enough other attractions to rapidly put you in a daze. In addition to the constant racket created by the slot machines, you will see dazzling lights, custom designed carpets, and scantily clad cocktail waitresses who will bring you free drinks just for playing a game. You will see players with piles of chips in front of them enjoying extraordinary runs of luck. On top of all this, you are presented the charming prospect of making huge amounts of money in just a few turns of the card, spins of the wheel or rolls of the dice.

When you walk through a casino, you will notice that there are usually no windows to the outside and no clocks visible. This is part of the illusion created for you. You have entered a land where time doesn't matter, within its own protected cocoon, well insulated from the realities of the outside world.

Casinos want you to be undistracted by outside influences when you are risking your money. Even more, they want you to become so beguiled by the games offered that you lose your sense of time and the money you are risking. Casino checks or chips help create part of this illusion, as they do not seem as real as currency.

Casino wins don't seem quite real when they only consist of piles of chips. Losses can be shrugged off until you run out of chips.

All of this is designed to trigger your compulsive nature. You may feel that in this timeless wonderland, lady luck is just waiting to bestow great sums of money on you.



Many persons who travel to casinos find that they have trouble even sleeping while in a casino. They can't bear to think that they might miss out on all of the action happening on the casino floor.

A few years ago, my aunt, who was nearing ninety at the time, visited Las Vegas with one of her grown children and his family. My cousin, Jim, had made sure that his mother was nice and secure in her room about 10:00 p.m. He went downstairs to play a little longer. After a very successful blackjack session, he decided to have a midnight snack in the coffee shop and thought his mother might like to join him. He debated waking her, but finally decided to call her anyway - after all this was a vacation and normal rules did not have to apply.

He got no answer when he called her room. He called his own room next and spoke to his wife, Ann, asking if she had seen his mother. But Aunt Angie was no where to be found.

His anxious wife met him in the casino. They checked the coffee shop, thinking his mother might have decided to eat a snack. She wasn't there. They walked up and down numerous aisles between hundreds of slot machines looking for Aunt Angie. She seemed to have pulled off a very successful disappearing act.

They were getting ready to go back to their room and decide on their next course of action when Jim heard a familiar voice coming from the craps pit.

"Gimme a big seven, come on baby. Great, now how about a yo-leven."

They saw that Aunt Angie was rolling the bones at a crowded craps table. The players were two deep surrounding the table with bets stacked on almost every square inch of layout. Angie was on a hot

roll and there was no holding her back. She almost seemed to be in a daze, calling for her favorite numbers. When the dice were passed back to her, she would swoop them up, shaking them vigorously in her right hand then releasing them in a graceful arc usually followed by screams of delight from the crowd as more bets were won.

When Angie finally sevens-out, there was spontaneous applause from the entire table, and numerous green and black chips were tossed to her from the grateful winners.

Jim walked up and asked if she would like to take a little break and celebrate. She responded with, "I'll take a break, but you're not getting me back in that room. I want to stay where the action is!"

Unfortunately, not all players are as lucky as Aunt Angie. For most, the siren call of the games proves to be no more than one of the many tools the casinos expertly use to relieve the uninitiated of their money.

### **Length of Games**

While many players can't wait to play against the casino, often extending their playing sessions way beyond what they might have intended, casinos have all the time in the world. Casino games move fast. Decision follows hurried decision. Twenty-four hours a day, seven days a week, the games continue. This is another tool in the casino's arsenal of weapons. The casino has all the time in the world to play, but you don't. If you play long enough, sooner or later you are likely to engage in one of many player self destruction acts, like betting too large.



A friend of mine is an inveterate craps player. He loves craps, anywhere, anytime it is played. He is fairly good at beating the casinos for short stretches, but he nearly always loses and goes home a loser. How can that be?

What happens to him is what happens to many players. They are able to get ahead at some point, but they will not stop playing. The siren call of the game is too strong. The casino bosses can afford to be patient. If they can just keep the player playing, the combination of player errors, player fatigue, foolish betting and other aspects of loss of control will cause the player to lose.

Casinos know a lot about human frailty. Gambling can be a pressure cooker environment for most players with great highs followed by even greater lows. Meanwhile, the casino games continue 24/7, but, of course, they let their dealers take a twenty-minute break every hour. They know how taxing the game can be. Do you?

## **Player Compulsion**

The casino atmosphere and the adrenaline rush of gambling are tough opponents for any player to overcome. Players constantly have to fight the twin compulsions of greed and despair.

If you have ever flown to Las Vegas on a plane loaded with passengers all heading to the gambling Mecca of the world, you will notice that the passengers' behavior is much different on the flight arriving than it is on the one returning home.

On the flight coming into Vegas, passengers are revving up for a party. Nearly everyone is boisterous, drinking, talking too loudly or even pulling out cards and playing a few blackjack hands to warm up. As the plane nears its destination, you can almost feel the crowd enthusiasm rising until it has almost reached a fever pitch by the time the plane lands. The would-be players eagerly depart the plane, almost dashing to be the first to hear the sound of the slot machines residing in the lobby of McCarran International Airport.

The return trips are always much different. What talking there is, is subdued, almost like a whisper. Some passengers just close their eyes and press their heads back into the seat cushions, while others quietly pull out the airline magazines and pretend to read. Many of the passengers are almost in a state of shell shock. They are recalling events of the past several days in crystal clarity and wondering how they could have acted the way they did.

One man, who was up almost \$5,000, is returning home with a loss of \$3,000. He is still not quite sure what happened.

Across the aisle is a lady sitting quietly thinking how she lost her Christmas money. She didn't mean to. Her original plan was to take the \$800, win at least \$500 and then quit. Her second day she was up almost \$400, but decided to keep on playing. After all, she was on a lucky winning streak. A couple of hours later, she was down to her last \$100 hoping to at least break even.



There may be a winner or two on the plane, but not many more. Sadly, many of the passengers could have returned home winners or small losers, even playing against games with ferocious house edges. But they didn't.

I asked my friend the craps player why he wouldn't quit while he was ahead. "Hell, I can't quit them, I've got the casinos just where I want them."

I then asked him why he wouldn't pull off and take a break when he was losing.

"I can't stand to quit when the casino is ahead. If I lose all of my money I have to quit, but I don't like to give up and I won't."

Compulsion. It may be the casino's greatest weapon against the players.

### **Money**

Compared to your bankroll, the casino has all of the money in the world. And you don't. The casino limits the maximum size of wagers it will accept from players so that it never risks too much of its bankroll on a single hand or a single roll of the dice.

However, most players don't do this. When you are losing, it is easy to slip into a state of panic. You can't possibly absorb the losses you just took. You're hurt and a little bitter over what the casino has done to you. The main thought racing through your mind is how you are going to get your money back.

Maybe now is the time to place a few large bets. After all, since the casino has beaten you by winning many smaller wagers, it makes sense that if you can just win a few larger bets, you can win back all of your losses and maybe even get ahead.





You muster your resources and put together another five hundred dollars. But this time it will be different. Your plan is to wager \$50.00 on a hard 6 or 8 for five consecutive tries. Since the payoff for a win is 9 to 1, if you can just win a couple of times, you will recoup most of your losses. You further reason that since a 6 or 8 is almost as easy to hit as a 7, this bet really isn't that risky, forgetting that the house edge is over nine percent.

You lay your cash on the table and ask the dealer for chips. You toss two green \$25 chips, saying, "Give me a hard 8." The shooter rolls a 5, and then an 8, 5-3, the easy way. The stickman removes your bet and asks you, "Would you like your hard 8 back up?"

The game continues. You may win, which will encourage more of the same type betting. Or you may lose quickly. But one thing is for certain. You are now out of control. Your original plan has been thrown out the window. You are now playing the game the casino wants you to play. You are over betting on a long-shot proposition heavily favoring the house and your emotions are shot. The odds are very great the casino will wear you down in short order and keep your last heroic buy-in.

Many players come inadequately bankrolled to play against the casino. If you bring \$500 and expect to make \$1,000, you have great odds against you. If you bring \$1,000 and will settle for making \$200, then you have a much greater probability of success. I will have quite a bit more to add on bankroll in a few more chapters, but just remember that the casino has the bankroll to wait until you stumble, but you don't have that kind of money on your side. Generally, instead of trying to grind a win out of a casino, you will be much better off to use "hit and run" tactics, where you

can put a comparatively small bankroll to good use by hitting the casino over and over for small wins. This is much like the strategy used by a mongoose fighting a cobra. The cobra will strike again and again at the mongoose. The mongoose knows that one successful strike will cause its demise and it jumps and weaves out of the cobra's strike path until finally the weary cobra leaves an opening and the mongoose grabs the cobra with lightening speed, overcoming a lethal adversary by using stealth and speed. The mongoose's approach is not a bad lesson for casino payers.

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Compulsion, the casino environment and the house edge are the big guns in the casino's arsenal and should be feared in that order. I believe that most casinos would still be profitable even without the house edge as player compulsion is the greatest single contributor to casino profits.

Compulsion entails keeping tabs on yourself at all times. Having a plan will help you greatly. Most players just grab whatever amount of money that can find and play games that are most familiar to them, with no plan other than "winning." When you use the Maximum Advantage Roulette approach, you will know exactly how much to risk in each game, how much you expect to win, your maximum acceptable loss, when to leave a table. The value of having and following a plan is almost immeasurable. It will help you more than any other thing you might conceive of to beat the casinos.

Although the house edge is the least harmful of the casino's weapons, I am assuming that you will have the good sense to avoid the bets with the highest house edge against you. At roulette if you consistently wager large amounts on the inside bets using your favorite numbers, the odds are very good that you will lose much more often than if you stick to betting on even-money bets and columns or dozens.

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## 12. Betting Progressions

Nearly every gambler uses some kind of system even if his system merely consists of guessing what to do next. In July 1891, Charles Wells, an Englishman, arrived at the casino at Monte Carlo with 10,000 francs. Within a few days he had won over a million. He retired for a few months to relish his accomplishment, then returned and proceeded to win another million francs. His exploits inspired the song "The Man Who Broke the Bank at Monte Carlo."

Unfortunately, he would not quit while he was ahead. He returned the next year and lost it all. Later he resorted to illegal shenanigans, was imprisoned and eventually died in poverty. But his play gave Monte Carlo worldwide fame. Many studied his play and tried to emulate him. He finally confessed before he died that he had no system. His winnings were attributable to an amazing run of luck!

Betting systems or betting progressions have been devised for every gambling game. Many of them had their origins in eighteenth and nineteenth century roulette played on the French Riviera. While the particulars of different betting systems vary greatly, the systems fall into three broad categories:

1. Flat: Keep bets constant, waiting for a streak of successes.
2. Negative progressions: raise bets after losses, trying to recover an eventual win.
3. Positive progressions: raise bets after wins, hoping to use the "house money" to create a large win.

Each of these systems has positive and negative characteristics, but the approach, which catches the most flack from gaming experts, is the negative progression. The advocates of positive progressions don't think much of increasing your wager after a loss. By their thinking, increasing a bet after you have lost amounts to throwing good money after bad, with the probable outcome being that you will just lose more money. However, as we shall see, in the short run just the opposite is likely to be true.

Assume that we are going to bet the color black at roulette for eight decisions. Three different players will help us in this illustration.

Player A does not believe in ever changing the size of his bet. He bets *flat*, that is the same amount on every spin, regardless of the outcome of his preceding hand. In our example, he will bet \$10 per roulette decision.

Player B likes to follow the system many experts recommend and he will *press* or double his bet after each win, gradually betting more and more as he uses the house's money. He will start with a \$10 bet, increase it to \$20 after a win, then wager \$40 if he wins again. If his bet reaches as high as \$160, he will stay at this level until he loses a wager. After any loss, he will drop back to betting \$10.

Player C has heard that increasing his bets after losses is the "surest way to win." He will start with a \$10 bet. If he loses this bet he will wager \$20. If this bet loses, he will increase his bet to \$40, then \$80, followed by \$160 if this wager also loses. His maximum wager is \$160. If he reaches this level he will continue to wager \$160 until he has a win. After any win, he will regress to a \$10 bet.

The following table compares the results of eight decisions, consisting of six losses and two wins.

### Comparison of Bet Selection Methods

<i>Decisions</i>	<i>L</i>	<i>L</i>	<i>W</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>W</i>
<i>Player A</i>								
<i>Bet</i>	10	10	10	10	10	10	10	10
<i>Win (loss)</i>	-10	-10	+10	-10	-10	-10	-10	+10
<i>Net Win</i>	-10	-20	-10	-20	-30	-40	-50	-40
<i>Player B</i>								
<i>Bet</i>	10	10	10	20	10	10	10	20
<i>Win (loss)</i>	-10	-10	+10	-20	-10	-10	-10	-20
<i>Net Win</i>	-10	-20	-10	-30	-40	-50	-60	-50
<i>Player C</i>								
<i>Bet</i>	10	20	40	10	20	40	80	160
<i>Win (loss)</i>	-10	-20	+40	-10	-20	-40	-80	+160
<i>Net Win</i>	-10	-30	+10	-0-	-20	-60	-140	+20

W= Win, L= Loss of wager

In this series of wagers, Player A loses \$40, Player B loses \$50, while Player C comes out \$20 ahead. I purposely set up this example to illustrate some of the characteristics of each of the betting strategies.

For a given session, flat betting leads to sessions with the narrowest, most balanced range of expected wins and losses. In this series, we lost 75% of our wagers; therefore, we expect to have a loss.

Positive progressions, like the progression used by Player B, offer more likelihood of an adverse than a favorable session, with intermittent large wins. In this example, increasing wagers after wins caused this player to lose \$50, a greater loss than the one realized betting flat.

Negative progressions, like the one used by Player C, offer a greater chance of winning any given session but have the characteristic of generating many small wins with occasional large losses.

The exact result of sessions played in casinos depends on the details of each game and on variations applied to systems by individual players. However, by ignoring variations, using each system in its rawest form, we can test how each system performed against the same set of decisions and comment on general characteristics of each approach to wagering.



A test was created assuming that wagers are made on the color black only. Each game was 100 decisions long. Limits on the progressions were imposed which required any progression to end immediately if the next bet required in the series exceeded 256 units.

The following systems were tested. Please note that these are not presented as practical systems but are used to emphasize the differences you can expect in each approach to wagering.

1. **Flat Betting:** Single units are bet and the amount never varies.
2. **Positive Progression:** In this parlay type of progression, bets are doubled after every win and reduced to one unit after every loss. Assuming a string of nine consecutive wins, this progression would be: 1, 2, 4, 8, 16, 32, 64, 128, 256.
3. **Negative Progression:** A *Martingale* type of progression is used where bets are doubled after every loss and reduced to a single unit after any win. Assuming a string of nine consecutive losses, this series would consist of the following wagers: 1, 2, 4, 8, 16, 32, 64, 128, 256.

The results of a 2,000 session computer run using each technique are presented in a table on the following page.

This table shows some of the trade offs among the systems. Notice that while the average size bet for flat betting was 1 unit, it increased to 3.8 units using a positive progression, and was highest at 5.2 units for the negative progression. The average size bet was larger for negative than positive progression because runs of losing

bets were longer, and therefore, required higher wagers than runs of winning bets. In this contest, which is also analogous to blackjack, the losing streaks tended to be longer than the winning streaks.



Flat betting won 38.70% of the games and lost 59.85% of them. The positive progression showed the lowest win percentage of all, winning only 9.60% of the games while losing over 90% of them.

The negative progression won over 85% of the games and lost only about 15% of them. This strategy was clearly the winner in terms of the number of individual games won.

The last column in the table "Equivalent Amount Won or Lost" shows how much the amounts would have been if the flat and positive betting strategies' wagers had been raised so that the averages were the same as with the negative progression.

**2,000 Session Computer Run Testing**  
**Flat, Positive and Negative Betting Systems**

<i>Betting System</i>	<i>Outcomes</i>	<i>Percent of Sessions</i>	<i>Average Amount Won or Lost</i>	<i>Equivalent Amount Won or Lost</i>
<b><i>Flat (1 unit is the average size bet)</i></b>				
	Break even	1.45%		
	Won	38.70%	7	37
	Lost	59.85%	9	48
<b><i>Positive (3.8 units is the average size bet)</i></b>				
	Break even	0.05%		
	Won	9.60%	56	56
	Lost	90.35%	412	412
<b><i>Negative (5.2 units is the average size bet)</i></b>				
	Break even	0.00%		
	Won	85.35%	359	492
	Lost	14.65%	43	59

There are a number of variables which affect your ability to avoid losing your bankroll. These variables include the type of betting system used, the size of your bankroll, the games you play, the length of time you play, and your luck at winning any given gaming contest.

Let's compare the effects of using different betting systems on our ability to play without losing our bankroll. The betting systems we will use are:

1. **Flat betting.** We will bet \$25 regardless of previous outcomes.
2. **Positive Progression.** We will start with a \$10 base bet. After each win we will double our bet with a maximum wager of \$80. If we reach the \$80 betting level we will continue to wager \$80 until we lose a wager. After any losing wager we will drop back to betting \$10. The bets we would make in a winning streak would be: \$10, \$20, \$40, \$80, \$80, until we have a loss.
3. **Negative Progression.** Again we will use a \$10 base bet. After each loss we will double our bet, with our maximum bet to be \$80. If we reach the \$80 bet, we will continue to wager \$80 until we have a win. After any win we will drop back to betting \$10. A losing series would consist of: \$10, \$20, \$40, \$80, \$80, until we have a win.

Here's the game we will face. We will play in a coin tossing contest and we will always wager heads. Heads wins even money less a 2 percent house commission. When tails shows we lose the wager. The chances here are 50-50 and the house edge is 1 percent.

The next table shows how each betting system fares, varying the size of our bankroll and the number of games played. Each game consists of 100 bets.

Flat betting offers the least chance of losing your bankroll. If you are willing to use a bankroll of \$2,000 in playing this coin-tossing game, you will have a 99% chance of not losing your bankroll if you flat bet.

Using a positive progression gives you almost as good a chance of keeping your bankroll intact as flat betting. A \$500 bankroll offers a 94% chance of not losing all of your bankroll as compared to 96% for flat betting and only 83% for the negative progression at this level.

**Computer Run Testing Different Betting Systems  
Comparing the Bankroll Used and the Length of Time  
Played.**

<b><u>Bankroll Size</u></b>	<b><u>Number of Games Played</u></b>	<b><u>Chance of Not Losing Bankroll</u></b>		
		<b><u>Flat Bets</u></b>	<b><u>Positive Progression</u></b>	<b><u>Negative Progression</u></b>
250	100	69%	66%	56%
500	100	96%	94%	83%
750	250	93%	87%	80%
1,000	500	90%	81%	76%
2,000	750	99%	98%	94%

Increasing your bets after losses greatly increases your chance of losing all of your bankroll. Using the negative betting progression, the chance of keeping your bankroll is only 56% using a \$250 bankroll, playing for 100 games. The pattern of much higher risk of losing your bankroll with a negative progression continues until we increase our bankroll to \$2,000. With a \$2,000 bankroll, we can play the coin-toss game for 750 rounds with only a 6% chance of losing our bankroll (94% chance of keeping it as shown in the table). This compares favorably with the flat bettor's percentage of 99% and the positive progression bettor's percentage of 98% at this level.

The moral of this comparison should be obvious. Using a negative betting progression greatly increases your likelihood of losing your bankroll unless you increase your bankroll to an adequate level. In this example, by increasing our bankroll to \$2,000, we only give up 5% of the chance of losing our bankroll using a negative progression as compared to betting flat (94% as compared to 99%).

All gambling strategies involve compromises. Betting flat offers the greatest likelihood of keeping your bankroll, but the poorest chance of winning. You may recall in the earlier table comparing betting strategies that flat betting only won about 39% of its games.

Using a positive betting progression wins only 9.6% of its games (shown in earlier table), but you won't risk losing your bankroll much more using this system than with betting flat.

Referring again to the earlier table, we notice that using a negative progression gave us a win rate over 85%. At first glance at the table on the preceding page, it would seem that this high win rate came only by increasing our risk of losing our bankroll by a large factor. But please note the following. Once we increase our bankroll to a larger amount, \$2,000 in the example here, our risk of losing our bankroll using a negative progression is only 6%, not much greater than the 2% chance of losing with a positive progression, or the 1% chance of losing our bankroll betting flat.

If we are willing to use a somewhat larger bankroll, using a negative progression gives us the best of all worlds: A high probability of winning and a low possibility of losing our bankroll.

This is something that almost no gambling experts will ever tell you. Experts invariably recommend only the first two approaches to win any gaming contest.

The first approach is to gain a mathematical edge over the game. At roulette, wheel watchers hope to gain an edge by finding an unbalanced wheel where the ball lands in one section of the wheel a higher percentage of the time than chance would explain.

The second approach to gambling, almost universally recommended by the experts, is to use a positive betting progression. That this is the best system for capitalizing on winning streaks is the number one reason cited for using this system. Almost never mentioned by the experts is that this system has a dismal winning rate, losing about 9 out of every 10 sessions. As we have seen, the betting strategy with the greatest chance of winning is the negative progression. With an adequate bankroll, the risk of loss can be reduced to a reasonable amount.

The examples and simulations used in this chapter were for games of chance such as roulette. The examples also assumed games where the house had an edge over the player. Our examples serve to illustrate the varying characteristics of betting flat versus using either a positive or negative betting progression.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2



### **13. Pattern Betting**

While it is true that the roulette wheel has no memory, can't think or feel, and has no sense of time or space, table results often produce patterns that appear to be consistent or predictable.

With even-money bets such as red or black or odd for roulette and the banker and player bets for baccarat, innumerable patterns routinely appear. Can we make any money trying to use these patterns for predictive purposes or are we just deluding ourselves?

#### **Patterns and Probabilities**

Many gambling systems are based on observing the outcome of casino wagers and then either betting with the trend or betting for the trend to end.

Assume that you and I are sitting at a roulette table and we observe that the wheel has landed on a red number for the last three spins. If we are of the school of thought that this signals that another red number is due, we will probably bet for red to repeat.

However, we may believe that any event occurring in a casino game is of limited duration and decide to wager that a black number shows, ending the streak of red numbers.



Neither of these systems has any statistical validity, as the occurrences of red or black numbers on a roulette wheel are what statisticians call *independent events*.

*In general, two or more events are said to be independent of each other if the occurrence of one in no way affects the probability of the occurrence of any of the others.*

To give another illustration, let's determine the probability of drawing two kings in succession from a deck of 52 ordinary playing cards, without the first card being replaced before the second is drawn. Since there are four kings, the probability of getting a king on the first draw is  $4/52$ . Given that the first card

drawn is a king, the probability of getting a king on the second draw is  $3/51$ , reflecting that we only have three kings left out of 51 cards. In this case, the probability of drawing the second king is *dependent* on the outcome of the first draw. We could calculate the probability of getting two kings in a row as  $4/52 \times 3/51 = 1/221$ .

If we had replaced the first card before the second was drawn, the probability of getting a king on the second draw would have been  $4/52$  (the same as getting a king on the first draw). We could then compute the probability of getting two kings in a row under these circumstances as  $4/52 \times 4/52 = 1/169$ .

Since the probability of getting a king on the second draw is now  $4/52$  regardless of what happened on the first draw, these draws are *independent*. Generally speaking, *two or more events are independent if the occurrence of one in no way affects the probability of the occurrence of any of the others*.

If two events are independent, the probability that they will both occur is the product of their respective probabilities. With a balanced coin, the probability of getting heads is  $1/2$  and the probability of getting two heads in two flips is  $1/2 \times 1/2 = 1/4$ . The probability of getting four heads in a row is  $1/2 \times 1/2 \times 1/2 \times 1/2 = 1/16$ .

Returning to our example of three red numbers in a row, if we assume that the probability of spinning a red or black number is  $1/2$ , then the probability of the next spin being another red is  $1/2$ . Likewise, the probability of the next spin being a black number is

also  $1/2$ . Because the result of each spin is independent of each other spin, we find that the previous spins have no affect on the outcome of the next spin.

If we examine this problem from a difference angle, and ask what the probability is of getting four red numbers in a row, we find that it is  $1/16$ , the same probability of flipping four heads in a row with a coin. If we ask what the probability is of spinning at least one black number in four spins, we find that probability is  $15/16$ .



With the casino games of craps, roulette and baccarat, we are dealing with independent events, where the outcome of a previous decision does not affect the following decision. With blackjack, we are dealing with dependent events, for as we saw when drawing kings out of a deck, if we don't replace the drawn cards after each draw, the probability of the next draw will change.

This is the reason that blackjack is considered a game of skill while the other casino games are considered games of chance. With skill, we can alter our strategy as the probabilities change in a blackjack deal, while with the games of chance, we should probably keep the same strategy throughout a game. (Technically, baccarat is also a game of skill as the probabilities change as cards are dealt, but because of the mechanics used for playing the game, it can for all practical purposes be treated as a game of chance, which we have done).

### **The Hunt for Pattern Recognition**

Several years ago I was involved in a project using a computer program known as a neural network. Studying patterns which occur with even-money bets in several casino table games, I became fascinated with patterns occurring in these games and began to zero in on identifying and betting patterns of decisions. In examining patterns, the program looked at and tested many different patterns, but zeroed in on just a few of the most important types of patterns that can be identified by observing the outcomes of just a few decisions.

As a result of using the neural net, several very powerful strategies were developed for winning at roulette, craps and baccarat. These strategies are just as powerful now as they were then, and if you would like to learn more about them, *The Neural Strategy* uses pattern theory as a means of winning at craps, roulette and baccarat (see - <http://www.silverthornepublications.com/NeuralStrategy/> )

Four major attributes of all patterns were examined:

- 1. The types of patterns.**
- 2. The lengths of patterns**
- 3. The frequency of the patterns.**
- 4. Identifying patterns.**

These are examined in greater detail below:

### **Types of Patterns**

We all know that no matter how unlikely an event may be, there are times when it will occur. The program examined all patterns of decisions and identified repeating patterns of decisions, alternating patterns of decisions, and such unusual patterns as paired doublets as the most common patterns that we humans would recognize as a pattern. If we were recording decisions in a roulette game, with a "b" representing a black decision and a "r" representing a red decision, we could represent these patterns as follows:

<b>REPEATING PATTERN</b>	<b>b b b b b b</b>
<b>ALTERNATING PATTERN</b>	<b>b r b r b r</b>
<b>PAIRED DOUBLET</b>	<b>bb rr bb rr</b>

Incidentally, these patterns were also identified as the most common types of patterns occurring which will affect a player's wagering strategy.

### **The Lengths of Patterns**

Having zeroed in on the patterns that it found significant, the program next explored the length or duration of each pattern. This is important, because if each of the identified patterns was of extremely short duration, then it would be of little use in attempting to "bet the pattern" and gain an advantage in the game. Analysis showed that for a significant amount of the time, an identified pattern would be of five to seven decisions in duration, with the exception of Paired Doublets. The computer "threw up its electronic hands" on this pattern and refused to find any optimal length for this pattern.

### **The Frequency of the patterns.**

If patterns occur very infrequently, then they are of little use in attempting to overcome the house advantage. On the other hand, if the identified patterns occur fairly frequently, then gearing our betting to a recognized pattern can be an enormous benefit. In checking for pattern frequency, the neural network concluded the following:

- 1) A great deal of reliance can be placed on a Repeating Pattern or an Alternating Pattern in the games of roulette and baccarat. Only a moderate level of reliability was found for these patterns with craps.

2) The Paired Doublet Pattern could be treated the same as a Repeating Pattern for all of the casino games. In other words, if the Paired Pattern is recognized, then we may treat it the same way as the Repeating one.

3) The reliability of betting these patterns is highest in roulette, followed by baccarat, with craps coming in last.

### **Identifying Patterns**

It is one thing for a computer program to tell us that it has found patterns; it is quite another to translate this information into a practical and useable form. If, for example, the software is identifying patterns using hindsight, then this information has little applicability in casinos, as anyone can beat these casinos if "hindsight betting" was allowing. We asked the system to give us a reliable way of identifying these patterns so that this information would be of real use in a casino setting. After much hemming and hawing (our neural net had a mind of its own and didn't want to be limited in the number of decisions it was allowed to observe before pronouncing that a pattern was in progress), our system decided that only two decisions need be observed for a pattern to be identified on a slightly higher than random basis.

### **Using Patterns to Select Bets**

The ability to recognize and exploit patterns gives us a powerful edge in attempting to beat these casino games. Does this mean



that the laws of probability have been repealed? Of course not. What has occurred is that **we have identified a situation wherein certain patterns, once they begin, are slightly more likely to continue for a limited number of decisions than pure randomness would indicate.**

We will use an extreme example to illustrate this. We know that by using an unbiased pair of dice the number of pass and don't pass decisions in a craps game will approach fifty percent each if we have a large enough number of decisions. By "large", we mean hundreds of thousands or even millions of decisions. Does this mean that the pass and don't pass decisions have to be distributed evenly? It doesn't. In the course of reviewing our million or so dice decisions, we will find all kinds of unusual patterns, such as pass line decisions repeating 10, 11 or even 12 times consecutively. This is to be expected. What will surprise us is that certain patterns of dice decisions will appear at a higher rate than we would expect to find on a random basis.

Suppose that we have ten dice decisions where the color black (b) shows 50% of the time, and the color red (r) also occurs exactly 50% of the time. A purely random pattern might look like this:

**b r b b r b r r b r**

A less than random pattern would look like this:

**b b b b b r r r r r**

In each of these examples, there are five black and five red decisions. What our research has shown us is that when a non random pattern such as the strings of consecutive passes and don't passes in the second pattern above occurs, *there is a slightly greater chance that the series will continue for up to seven decisions than pure randomness would indicate.*

This does not refute the laws of probability. What it does show is that certain patterns of casino decisions, such as a repeating pattern, have slightly greater durability than we would expect if such a pattern was purely random. Quite frankly, we really don't have an explanation for this. But we have confirmed that it can be exploited most profitably in the casino games of roulette, craps and baccarat.

If this sounds a little strange to you, consider the results of a seasonality study of the stock market, conducted by The Institute of Econometric Research. Their study spanned 64 years of market data and showed that the first trading day of the week (except for holidays, always a Monday) was the loser of the week. In contrast, the last trading day of the week produced the most dramatic profit.

If you had owned stocks only on the first trading day of the week for a 64-year period, you would have lost more than 99% of your investment. If you had invested \$10,000 in 1927, by 1990 it would be worth a mere \$50.

In contrast, if you invested only on the last trading day of the week, then your \$10,000 investment made in 1927 would have mushroomed to \$2.77 million by 1990.

We offer no explanation for this phenomenon either. For our purposes we really don't care why there are certain aberrations in patterns of casino decisions, or why this pattern of daily seasonality occurred in the stock market. This is not a theoretical exercise. Our purpose is to find and exploit any phenomena which will give us an additional edge in making more money.

### **Randomized Pattern Selection**

The Neural Strategy, which I mentioned earlier, goes much beyond the introduction to patterns I presented here. Using simple ways to identify patterns, a very powerful betting strategy was developed for the games of craps, roulette and baccarat. I have not found a more consistent way of selecting "even-money" bets at roulette until now.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2

## **14. The Maximum Advantage Roulette Strategy**

The Maximum Advantage Roulette Strategy is for even-money bets in roulette. These bets consist of wagering on colors - Red or Black, Odd or Even, or high (19-36) or low (1-18) numbers.

When you use the even-money bet strategy you will only make one wager at a time. I like to wager on either red or black, but if you prefer, you can use one of the other even-money bets. To avoid confusion, once you pick a favorite even-money wager, you should stay with that combination, at least during a single game. What I mean is that if you decide to bet colors, don't switch to Odd or Even or High or Low in the middle of the same game. I prefer wagering on colors because the two betting boxes are together in the middle of the layout and are easy to reach from different areas of the table.

When I use this "even-money" wager strategy, I usually use casino chips rather than the special colored chips usually given to roulette players in the American version of roulette. It is much more convenient to place your wagers using casino chips which have different values than it is to use the special roulette chips of the same value. For example, if you bought in at a \$5 minimum wager roulette table, you would need to ask for \$1 valued chips.

To play our basic series requires a \$150 buy-in. If you ask for 150 colored chips, the dealer is going to think you are crazy. However, if you convert \$150 currency into casino chips, you can easily get \$100 in \$25 chips, \$40 in \$5 chips and \$10 in dollar-valued chips.



There are two critical parts to the Maximum Advantage Roulette Even-Money Betting Strategy. The first component is the Betting System which is called the "**Controlled Risk Betting Strategy.**" This betting system is used to determine the size of each wager.

The second component of the strategy is "**Adaptive Pattern Betting Method,**" which used to determine where to place your next wager. This is the ***Bet Selection*** part of the strategy.

When you are using the Maximum Advantage Roulette Strategy, you will combine both of these components. For example, the CRB Strategy may tell you that your next wager will be for \$8.

The APB Method will indicate that your wager will be on red (I will assume that you decide to bet on the Red-Black color wagers throughout my examples).

In playing an actual game you might wager as follows:

<b>Size of Wager</b>	<b>Wager On:</b>
5	Red
8	Red
11	Black
14	Red
17	Red
15	Black
13	Black
8	Black
11	Black

## **The Controlled Risk Betting Strategy**

Let's learn the Controlled Risk Betting Strategy first. The CRB Betting Strategy is a method for determining the size of every wager you will make before you make the wager. It is not a predefined betting series like a Martingale. You will recall that if you use a Martingale progression you double each wager following a loss until you have a winning wager. A Martingale betting series for a table with \$5 minimum wagers would be: 5 10 20 40 80 160 320 640 and so on.

There are several problems with using a Martingale type of progression.

1. A larger bankroll is required. In order to use a Martingale progression, you have to use a bankroll for each game equal in size to the sum of all of the wagers. The above series would require a bankroll of \$1,275.
2. A Martingale progression risks too much in order to win a small amount. If you lost the first seven wagers in the above Martingale series, you would have lost \$635 and would be called on to wager \$640 in order to recoup your loss and capture a \$5 gain. Here the risk is all out of proportion to the potential gain.
3. While Martingale progressions win frequently, the size of their losses are too large. One loss will wipe out hours of profits. And, as we have seen earlier, the improbable (like losing seven decisions in a row) occurs often enough in gambling that you can be sure that you will have large losses if you use a Martingale progression.

The CRB Strategy for Even-Money bets is a flexible strategy where bets can move up and down within a range. By taking this approach, the size of our wagers stay small.

Below is a comparison of seven losing wagers for a Martingale Betting Series and the Maximum Advantage Roulette Betting System for Even-Money bets:

**Table 1. Comparison of Losing Betting Series  
Martingale vs. CRB Strategy**

	1	2	3	4	5	6	7	8	Total
Martingale	5	10	20	40	80	160	320	640	\$1,275
CRB Strategy	5	8	11	14	17	20	23	26	\$124

As shown in Table 1, if we lose seven consecutive wagers, our loss will equal \$1,275 if we use a Martingale Betting System. Unless we have nerves of steel, this loss will end our game and we will walk away with a wallet that is considerably lighter.

If we used the CRB Strategy instead, we would have had a loss of \$124. This is much better than \$1,275, don't you think? What's more, we can continue to play after losing seven bets in a row with the Maximum Advantage Roulette strategy, while a loss using Martingale will wipe us out.

**Let's take a look at how the CRB Strategy is formulated.**

### **How the CRB Strategy Works**

The basic betting system for playing at a \$5 minimum wager roulette table has the following rules:

- A. The base bet is \$5. This is the minimum wager made.
- B. The maximum bet in a game is \$27. If this amount is wagered and lost, the following wager will be for \$15.



- C. The amount of the wager is increased by \$3 following a loss.  
If we had a series of five straight losses, our wagers would be:

<b>Bet Number</b>	1	2	3	4	5
<b>Amount</b>	\$5	\$8	\$11	\$14	\$17

- D. The amount of a wager is reduced by \$2 following any win. If we have a series of two straight wins, and our first wager was in the amount of \$15, our wagers would be: \$15 and then \$13.

- E. After any two consecutive wins, the amount of the wager is reduced by \$5. If we have two consecutive wins, starting with a \$15 bet, our bets would be:

<b>Bet 1 Wins</b>	<b>Bet 2 Wins</b>	<b>Bet 3 Placed</b>
\$15	\$13	\$8

Table 2 shows a series of 15 wagers made using the base betting series. To keep matters simple, we won't worry about whether the wagers were placed on Red or Black at this point. I'll tell you how to decide where to place your bet in a the next few pages.

**Table 2. A Series of Bets Made With \$5 Minimum Wagers**

#	Rule	\$ Bet	Outcome W = win, L = Loss	Amount won or lost	Running Total
1	A	5	L	-5	-5
2	C	8	L	-8	-13
3	C	11	W	+11	-2
4	D	9	W	+ 9	+ 7
5	E	5	L	-5	+2
6	C	8	W	+8	+10
7	D	6	L	-6	+4
8	C	9	L	-9	-5
9	C	12	L	-12	-17
10	C	15	W	+15	-2
11	D	13	L	-13	-15
12	D	16	W	+16	+1
13	D	14	W	+14	+15
14	E	9	W	+9	+24
15	C	5	W	+5	+29

It is very important that you understand how to determine the size of your wagers. Let's go through this example decision by decision and see how each bet was determined.

Each decision below corresponds to the decision number (#) in Table 2.

1. This was our first wager. We always start a game with our basic bet in accordance with Rule A.
2. We lost our first wager. Following a loss, we use Rule C to determine the next wager. Our next wager is the amount of the previous lost wager plus \$3, or  $5 + 3 = 8$ . We wager \$8.

3. We lost again. Once again we follow Rule C and add \$3 to the amount of our losing wager. We calculate:  $8 + 3 = \$11$ . Our next wager is \$11.
4. We won our third wager. Following a single win we use Rule D and reduce our next wager by \$2. Our calculation is:  $11 - 2 = 9$ . We wager \$9 for decision #4.
5. We won wager #4. We have now won two bets in a row (#3 and #4). With two consecutive wins, Rule E kicks in and we reduce the size of our next wager by \$5. We calculate:  $9 - 5 = 4$ . However, our minimum wager is always at least \$5, so our wager size is 5 instead of 4. We wager \$5 for decision #5.
6. We lost Decision #5. Now Rule C determines the size of our wager. We add \$3 to our last bet, for:  $5 + 3 = 8$ . We wager \$8.
7. We won wager #6. Following Rule D, our next wager is reduced by \$2. We have:  $8 - 2 = 6$ . We wager \$6.
8. We lost #7. Time for Rule C again. We increase our next wager by \$3, as  $6 + 3 = 9$ . We wager \$9 for decision #8.
9. Another loss. Rule C still governs. We add \$3 to our last wager, for  $9 + 3 = 12$ . Our wager for #9 is \$12.
10. We lost decision #9. We follow Rule C and add another \$3 to our previous wager, for  $12 + 3 = 15$ . Our wager for #10 is for \$15.

11. Hurray, we finally won. With a win on #10, we follow Rule D and drop our next bet by \$2. The next bet is determined as  $15 - 2 = 13$ . We bet \$13 for decision #11.
12. Back to the losing column as wager #11 loses. Rule C governs and we add \$3 to our previous wager for,  $13 + 3 = 16$ . We wager \$16 on decision #12.
13. We win #12. Back to Rule D. We cut the size of this bet by \$2, as  $16 - 2 = 14$ . Our wager is for \$14.
14. Another win. We have won two bets in a row. This brings Rule E into play. We reduce the size of our next bet by \$5. We calculate:  $14 - 5 = 9$ . We bet \$9.
15. Decision \$14 wins. Since we have won two in a row, we knock down the size of the next bet by \$5. We calculate:  $9 - 5 = 4$ . Since our minimum bet is still \$5, we wager \$5.
16. We win Decision #15. If we were to continue our next bet would be for \$5 again and we can't reduce the size of our wager below our minimum wager of \$5.

We have now covered how you determine the size of each wager. Now, let's look at *where* you place your bets.

## **The Adaptive Pattern Betting Strategy**

The pattern of roulette decisions determines where you will place your next wager. There are many ways you can wager on red and black at roulette.

Some of the most common bet selection methods are:

1. You can wager on one color only, such as red.
2. You can wager the same as the preceding decision.
3. You can wager the same as the second preceding decision.
4. You can wager the opposite of the preceding decision.
5. You can wager the opposite of the second preceding decision.
6. You can alternate wagering the same and the opposite of the preceding decision.
7. You can alternate wagering the same and the opposite of the second preceding decision.
8. You wager that a pattern will continue for a limited number of decisions.
9. You can skip making wagers after certain events occur.
10. You can just wager randomly.

I have tested each of these types of betting patterns at roulette to determine which ones work the best with the CRB Strategy. After testing different bet selection methods for thousands of roulette spins, the best bet selection method was chosen.

When you first begin to play a game of roulette you only need to observe one decision and then bet that that decision will repeat. You will continue to wager on the same color until you lose two bets in a row.

Let's assume that you convert your cash to casino chips and note that the last decision of colors was a red. You will start out betting that the same color will repeat. You will continue to bet red, regardless of the outcome unless you lose two consecutive bets. Once you lose two bets in a row, you will change the bet selection method.

Table 3 illustrates using the first part of the bet selection method. Here we observed one spin of red and we began betting only on the color red.

The first row, "Bet Selected," is where we placed our wager (red always).

The second row, "Amount Wagered," shows the amount of each wager using the prescribed Betting System.

The third row, "Outcome (W or L)," shows whether our wager won or lost.

The next row, "Actual Decision," is the result of each spin.

The next to last column, "Amount Won" is the amount we won or lost on each spin.

And, finally, the last row, "Total Won," is a running total of our net win or loss.

**Table 3. Seven Decisions Betting Red to Repeat**

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
Bet Selected	R	R	R	R	R	R	R
Amount Wagered	5	5	8	6	9	7	10
Outcome (W or L)	W	L	W	L	W	L	W
Actual Decision	R	B	R	B	R	B	R
Amount Won	+5	-5	+8	-6	+9	-7	+10
Total Won	+5	-0-	+8	+2	+11	+4	+14

In this example, we continued to wager Red only, while the actual decisions alternated from R to B. The results of these seven spins were R B R B R B R.

As we can see, even though we only won four out of seven decision, we made \$14 in this series of wagers. Betting the "Same" as one color is very effective if we have a series of the same repeating wagers or alternating colors as in this example.

Betting red only, we will win consistently against any of the following patterns of outcomes:

R R B R R R B

R R B R R B R

R B R B R B R

B R R B R B R

However, a pattern consisting predominantly of black decisions will defeat this betting scheme. We obviously would not win against the following pattern:

B B B R B B B

We could adjust to this pattern by modifying our basic bet selection rule so that we will change our pattern of betting the Same as an observed decision after suffering two consecutive losses.

Thus, in this series of outcomes - B B B R B B B, we will switch from betting R only to betting B after two losses and we end up a net winner.

Our simple bet selection rule of observing one decision and wagering on the same color until we have two consecutive losses will serve us well most of the time. We can handle repeating decisions or either color, as well as alternating decisions.

However, there is one pattern of decisions that will consistently defeat wagering the same as one observed decision. That is the pattern of repeating doublets such as b b r b b.



Table 4 shows what happens to us if we wager the same as one observed decision and run in the repeating doublets pattern.

**Table 4. Five Decisions Betting Black to Repeat**

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
Bet Selected	B	B	B	B	B
Amount Wagered	5	5	5	5	8
Outcome (W or L)	W	W	W	L	L
Actual Decision	B	B	B	R	R
Amount Won	+5	+5	+5	-5	-8
Total Won	+5	+10	+15	+10	+2

Here we selected to bet Black only. This worked well for spins 1 through 3. On spin 4 we had a loss and we again lost decision 5. With two consecutive losses we will end this betting pattern. We could switch from betting Black (B) to betting Red (R), but against a pattern of repeating doublets, we will lose regardless of whether we bet either color.

The solution is to change our bet selection rule after losing two bets in a row. Following our second losing bet, we will change the way we select a bet following a new set of rules as follows:

1. Bet the opposite of the second preceding decision (which is another way of saying "bet the pattern of repeating doublets).
2. Continue to wager this pattern until losing one bet, then resume betting a pattern of bets based on one observed decision.

**Table 5. Switching Betting Patterns**

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>
Bet Selected	B	B	B	B	B	B	B	R	R
Amount Wagered	5	5	5	5	8	11	9	5	5
Outcome (W or L)	W	W	W	L	L	W	W	W	L
Actual Decision	B	B	B	R	R	B	B	R	B
Amount Won	+5	+5	+5	-5	-8	+11	+9	+5	-5
Total Won	+5	+10	+15	+10	+2	+13	+22	+27	+22

The first five decisions in Table 5 are the same decisions that were shown in Table 4. Following the loss of decision #5, Table 5 takes up where Table 4 left off and illustrates switching from betting the same as one observed decision to beating the opposite of the second preceding decision.

Following the loss of our second consecutive wager in decision 5, we change our bet selection method to betting the "opposite of the second preceding decision until we have a loss."

Following our new bet selection rule for bet #6 we wager on Black since the outcome of decision #4 was Red and we wager the opposite.

Since we won bet #6, we continue with our new betting pattern. Bet #7 is selected as Black, which is the opposite of decision #5. This wager also wins and we continue to wager in this manner.

For Bet #8 we bet on Red and our wager wins again. For Bet #9 we continue the same pattern and lose our bet. The loss of this bet will terminate the "Switch" betting method and we will resume betting "Pattern." Since the last observed decision here was Black, we will start betting that Black will repeat, and continue to bet this way until we lose two consecutive wagers.

Can you guess what we will do after losing two consecutive bets again? If you guessed that we change to the Switch pattern, you got it right.

Using the Maximum Advantage Roulette Strategy consists of combining the CRB Strategy and the APB Method. This is not as difficult as it might seem. Using this system is much like playing a board game, such as Monopoly. When you read the instructions, the game sounds very complicated. However, the game is best learned by playing it. The rules that seem complex when reduced to a set of rules are really easy to follow when playing. Learning the Maximum Advantage Roulette Strategy is very much the same. It is much more difficult to read the rules than to apply them in an actual game.

In the next few pages I will "walk you through" a sample game and then show you just how powerful this strategy is.

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## **15. Using the Maximum Advantage Roulette Strategy**

In this chapter you are going to see how to apply the concepts we covered in the previous chapter.

After you finish this chapter you will know exactly how to apply the Maximum Advantage Roulette Strategy to earn a substantial amount of money.

Let's review the key aspects of this strategy:

1. You will only make one bet on one of the even-money (Outside) bets in roulette. All of my examples are for the colors of Red or Black, but you can just as easily use Odd or Even, or wager on High and Low. The key is to stay with the same type of Outside bet in a given game (i.e., don't switch from colors to odd and even)
2. Your wagers will be based on a Betting Strategy where you will increase the size of your wagers following losses and reduce the size of your bets after wins.

3. You will place your bets using a Bet Selection method that has a set of rules that will automatically determine whether you wager on Red or Black.

## **Rules for the Controlled Risk Betting Strategy**

The Controlled Risk Betting Strategy is used to determine the size of each bet you will make. A different Betting Series is associated with each bankroll level.

The amount of money used for a game determines the size of your betting series. At this point, I have assumed that you will be playing at a table with \$5 minimum bets. The CRB Strategy will work for many different levels of betting, from \$1 wagers to \$40 bets. The principles remain the same, regardless of the size of the wagers.

Here are the rules governing wagering using \$5 minimum bets:

1. Your base bet is \$5. You will never wager an amount smaller than the amount of your base bet in any game.
2. The maximum bet for using the \$5 minimum bet series is \$27. If this amount is lost, your next wager will drop to \$15. This rule is designed to limit the size of losses.
3. Following any loss, the next wager is increased by \$3.
4. Following any win, the next wager is reduced by \$2.

5. Following two consecutive wins, the next wager is reduced by \$5, subject to making a minimum wager of \$5.

We are going to add an additional betting series to our first one which used \$5 as its base bet.

We will call the first betting series, using a \$5 base bet, "Series A" and the following betting series, which uses a Base Bet of \$10, "Series B."

The rules for betting Series B are as follows:

1. Your base bet is \$10. You will never wager an amount smaller than the amount of your base bet in any game.
2. The maximum bet for using the \$10 minimum bet series is \$54. If this amount is lost, your next wager will drop to \$30. This rule is designed to limit the size of losses.
3. Following any loss, the next wager is increased by \$6
4. Following any win, the next wager is reduced by \$4.
5. Following two consecutive wins, the next wager is reduced by \$5 subject to making a minimum wager of \$10.

For any session of roulette, you will need to be prepared to wager either Betting Series A, with a \$5 Base Bet, or Betting Series B, using a \$10 Base Bet.

Whenever you start a roulette session, you will use the Series A Bet Selection Method. Following the loss of a game, you will use Series B for one game only.

Thus, we now have two levels of bets. We will use the betting series using \$5 Base Bets as our normal method of play.

We will keep Betting Series B available to use only following the loss of a game. Series B is designed to help us recoup a loss more quickly by increasing the size of our base bets after a loss.

The loss rate for losing a Series A level of bets is 15%, with an 85% win rate.

As you shall see, winning at the Series B level mostly recovers the amount of any Series A losses.

The risk of losing two consecutive games, consisting of a Series A and a Series B level game, is very small, calculated as the overall loss rate squared or  $(0.15 \times 0.15 = 2.25\%)$ . Thus, the risk of a large loss, consisting of two back-to-back series losses, is very small and only occurs about once every 44 or 45 games.

The other side to a 2.25% loss rate is a "Series Win Rate" of 97.75%. This is very powerful and a major component of the power of this strategy.

In the next few pages you will see examples of real games played using both Series A and B levels of betting.

## Rules for the Adaptive Pattern Betting Method

Where to place your wagers is determined by the Adaptive Pattern Betting Method. There are two methods of selecting where to place your bets.

1. **"Pattern."** Observe one decision. Bet the same as this outcome until losing two consecutive bets.
2. **"Switch-Opposite."** After losing two consecutive wagers using the Same Pattern, switch to the Opposite Pattern. Here, you will wager the opposite of the second preceding decision until losing a wager. After losing a wager, resume betting the Same Pattern.
3. **New Rule:** If we lose a Pattern bet immediately after changing from betting Switch-Opposite ( will call this method "Switch" for simplicity), you will immediately change back to betting Switch. This is to prevent you from being whipsawed in games with erratic patterns.

The Same Pattern method is our workhorse method. It works well about 75% to 80% of the time. For the times when it isn't working well, we resort to using the Switch Method

## Combining the CRB Strategy with the ADP Method

Table 6 shows how the Betting Strategy was combined with the Bet Selection Method in an actual game of roulette.



**Table 6. A Sample Roulette Game Showing the Bets Made  
and the Bet Selection Rule Used**

#	Bet Selection Pattern	Wager Made	Amount Bet	Outcome (W or L)	Outcome of Spin
	Observed				R
1	Pattern-R	R	5	W	R
2	Pattern-R	R	5	L	B
3	Pattern-R	R	8	W	R
4	Pattern-R	R	6	L	B
5	Pattern-R	R	9	L	B
6	Switch-Opposite	R	12	W	R
7	Switch-Opposite	R	10	W	R
8	Switch-Opposite	B	5	L	R
9	Pattern-R	R	8	W	R
10	Pattern-R	R	6	W	R
11	Pattern-R	R	5	L	B
12	Pattern-R	R	8	L	B
13	Switch-Opposite	R	11	L	R
14	Pattern-R	R	14	L	B
15	Switch-Opposite	B	17	W	B
16	Switch-Opposite	R	15	L	B
17	Pattern-B	B	18	W	B
18	Pattern-B	B	16	W	B
19	Pattern-B	B	11	L	R
20	Pattern-B	B	14	W	B
21	Pattern-B	B	12	W	B
22	Pattern-B	B	7	L	R
23	Pattern-B	B	10	W	B
24	Pattern-B	B	8	W	B
25	Pattern-B	B	5	W	B

In Table 6, the columns are labeled as follows:

**# The number of our wager.** This is done for reference purposes.

**Bet Selection Pattern.** Here I show the method being used to determine where to place our bets. "Pattern" indicates placing the same wager until losing two wagers in a row. "Switch-Opposite" means we will wager the opposite of the second preceding bet.

**Wager Made.** Using the Bet Selection Method we placed our wager on this spot.

**Amount Bet.** This shows the amount of our wager, using our Betting Strategy.

**Outcome (W or L).** What happened? Did we win or lose the bet.

**Outcome of Spin.** Where the ball landed. In our example, we are only concerned with red, black, zero or double-zero.

Here is a row by row review of the events and our actions as show in Table 6.

We first observe one decision. Using the Pattern method, our first series of wagers will be the same as this decision. In this case the outcome is Red (R).

- #1. Using the Pattern method, we bet \$5 on R and Win.
- #2. Pattern method, we bet \$5 again on R and lose.
- #3 Pattern method continues; however, following a loss, we raise our bet by \$3 and bet \$8.
- #4. Following a win we continue using the Pattern method. We reduce our bet by \$2 after a win and bet \$6.
- #5. Wager Pattern method. Following a loss, we raise our bet by \$3 to \$9.
- #6. We have had two losses in a row. We change our Bet Selection method to "Switch-Opposite" and wager on the spot opposite of the second preceding decision. Since Decision #4 was B, we bet on R. Our bet is increased by \$3 following a loss and we bet \$12.
- #7. Following a win, we use Switch-Opposite again and wager on R. We reduce the size of our wager by \$2 and bet \$10.
- #8. After a win we continue to use Switch-Opposite and wager on B. Our Betting Strategy calls for us to reduce the size of our bet by \$5 after two consecutive wins. We reduce the size of our bet to \$5.
- #9. We lose #8. After any loss using Switch-Opposite, we revert back to Pattern. Here decision #8 was R so we bet Pattern-R. Following a loss we increase our bet size by \$3 and we bet \$8.

#10. We won #9. We bet Pattern-R again and drop our bet size by \$2 to \$6.

#11. Another win. We continue using Pattern-R and drop our bet back to our minimum of \$5.

#12. Lost #11. Use Pattern-R again and raise our wager \$3 to \$8.

#13. Lost again. Second consecutive loss triggers change to Switch-Opposite. We raise our bet by \$3 to \$11.

#14. Another loss. Following any loss using Switch-Opposite, revert back to Pattern. We chose Pattern-R and increase the size of our bet by \$3 to \$14.

#15. Lost again. We lost the first bet of Pattern following a change from Switch. We invoke the special "Whip-Saw" rule and immediately change back to Switch-Opposite. Our bet size goes up another \$3 and we wager \$17 on B.

#16. A win at last. We continue with Switch-Opposite and drop our bet by two bucks down to \$15.

#17. A loss. Just when I was getting used to winning. With the loss of a Switch-Opposite bet, we resume using Pattern. Our bet size jumps back up by \$3 and we bet \$18 on B.

#18. We finally got it right. We win. Continue with Pattern-B and reduce our bet by \$2 to \$16.

#19. Another win. We use Pattern-B again. Now, following two consecutive wins, we reduce the amount of our wager by \$5 and drop down to \$11.

#20. We lose #19. We continue with Pattern-B and raise our wager by \$3 to \$14.

#21. We win #20. Pattern-B continues and we drop our bet size by \$2 to \$12.

#22. Another win. Pattern-B pulls through again. Now we have had two wins in a row. We reduce our bet by \$5 from \$12 to \$7.

#23. A loser. Continue with Pattern-B and up the bet amount by \$3 to \$10.

#24. Decision 22 is a winner. Continue using Pattern-B and drop the bet size by \$2 to \$8.

#25. Pattern-B prevails. Following two consecutive wins, we are called to reduce our bet size by \$5. However, since our previous bet was for \$8, we only drop our bet back to \$5, our Base Bet.

We win decision #25. We decide to call this a complete game.

The events shown in Table #6 represent a real game of roulette. Let's add some meat to these decisions and follow the impact on our bankroll of winning and losing bets.

Table #7 shows the same game as was shown in Table 6. The difference is that column showing how we selected each bet has been removed and we have added a column showing the amount won in each decision and a final column showing our Total Win.

**Table 7. A Sample Roulette Game Showing the Bets Made and the Amounts Won and Lost**

#	Wager Made	Amt Bet	Outcome (W or L)	Outcome of Spin	Amount Won	Total Won
				R		
1	R	5	W	R	+5	+5
2	R	5	L	B	-5	-0-
3	R	8	W	R	+8	+8
4	R	6	L	B	-6	+2
5	R	9	L	B	-9	-7
6	R	12	W	R	+12	+5
7	R	10	W	R	+10	+15
8	B	5	L	R	-5	+10
9	R	8	W	R	+8	+18
10	R	6	W	R	+6	+24
11	R	5	L	B	-5	+19
12	R	8	L	B	-8	+11
13	R	11	L	R	-11	-0-
14	R	14	L	B	-14	-14
15	B	17	W	B	+17	+3
16	R	15	L	B	-15	-12
17	B	18	W	B	+18	+6
18	B	16	W	B	+16	+22
19	B	11	L	R	-11	+11
20	B	14	W	B	+14	+25
21	B	12	W	B	+12	+37
22	B	7	L	R	-7	+30
23	B	10	W	B	+10	+40
24	B	8	W	B	+8	+48
25	B	5	W	B	+5	+53

## Playing Using the Maximum Advantage Roulette Strategy

The Maximum Advantage Roulette Strategy is a very effective performer. Table 8 recaps the results of twenty actual roulette games using this strategy.

Looking at the table, the first thing you should notice is that this series of games was profitable. We made a total of \$816.

**Table 8. Twenty Actual Games Using the Maximum Advantage Roulette Strategy**

Game # - Betting Series	Total No. of Bets	Total \$ Amount Wagered	Size of Highest Bet	Average Size of Bets	Amount Won or Lost	Total Won
1 A	28	\$286	\$18	\$10.21	+ 60	+ 60
2 A	29	\$325	\$22	\$11.21	+49	+109
3 A	22	\$162	\$15	\$ 7.36	+62	+171
4 A	27	\$225	\$15	\$ 8.33	+53	+224
5 A	59	\$705	\$27	\$11.95	- 35	+189
6 A	24	\$248	\$17	\$10.33	+49	+238
7 A	18	\$119	\$11	\$ 6.61	+53	+291
8 A	35	\$557	\$25	\$15.91	-115	+176
9 B	20	\$304	\$26 (13)	\$15.20	+112	+288
10 A	57	1,008	\$25	\$17.18	-4	+284
11 B	23	\$470	\$42 (21)	\$20.61	+94	+378
12 A	14	\$82	\$ 9	\$5.86	+50	+428
13 A	22	\$227	\$18	\$10.32	+49	+477
14 A	29	\$339	\$21	\$11.69	+47	+524
15 A	26	\$244	\$15	\$9.38	+48	+572
16 A	27	\$339	\$24	\$12.56	+47	+619
17 A	29	\$290	22	\$10.00	+50	+669
18 A	20	\$161	\$16	\$8.05	+47	+716
19 A	24	\$211	\$15	\$8.79	+47	+763
20 A	22	\$189	\$15	\$8.59	+53	+816
Totals	555	\$6,495	NA	NA	NA	\$816

**Here's how Table 8's columns are set up:**

**Game # - Betting Series** - The game number has been added for reference so that we can reference to game #7 if we wish. The Betting Series designates whether we used Betting Series A or B for a particular game.

**Total No. of Bets** - This is the number of bets we made (one bet per roulette spin).

**Total \$ Amount Wagered** - This is the total dollar amount of all wagers in a game.

**Size of Highest Bet** - This is the largest bet we made in a game. In those games where we switched from using Betting Series A to employing Betting Series B, two amounts are shown, with the first amount consisting of the actual wager made using Series B, and the second number representing the equivalent wager if we had been using Series A. For example, for Game # 9 we used Betting Series B. Our highest wager was \$26, which is equivalent to \$13 in Series A.

**Average Size of Bets** - This is the average size of our wagers in each game.

**Amount Won or Lost** - This is our net winnings per game.

**Total Won** - This is a running tabulation of our total winnings.



For this series of games I used a \$500 game bankroll. For series A games, I used a \$150 buy-in and for Series B games, I bought in for \$300.

Our objective when using Betting Series A was to win about \$50 per game. On those games where we used Betting Series B, our "win target" was \$100.

Let's follow a couple of games. Game 1 was an easy win. We only made 28 wagers before winning \$60. Our highest bet was \$18. The average size of all of our wagers was \$10.21. We wagered a total of \$286 to win \$60. We can compute our average winnings per wager  $\$60/28 = \$2.14$ . Since we won \$60 while wagering a total of \$286, our win rate was  $\$60/\$286 = 21\%$ .

These are very good numbers and show that this game was an easy one. At a spin rate of 50 spins per hour, our hourly win rate was \$107 an hour. At the rate of 100 spins per hour, our hourly win rate jumps to \$214 an hour. This shows how critical the speed of the game is when computing your hourly win rate.

We won games 1, 2, 3 and 4 and built up winnings of \$224. Game 5 was a tough game. We wagered a total of \$705 and hit our highest wager of \$27. After making 59 wagers we ended up losing \$35. While this game did not end up in the winning column, the amount lost was not large and I decided to violate one of our rules when starting Game 6. Normally, we will use the larger "B" Betting Series after a losing game. However, sometimes human emotions can override the strict application of

rules. This was one of those occasions. Following the loss in Game 5 I felt a little apprehensive and I decided to try another game using the smaller "A" betting series.

I had another win in Game 6, winning \$49 using the "A" Betting Series. If I had followed my own rules I would have used the B Betting Series here and have had a larger win.

Game 8 was the kind of game you like to forget about. Lasting 35 bets, I wagered a total of \$557 and ended up with a loss of \$115. I could have continued with this game and probably have reduced the size of the loss, but I was tired and ready to take a break.

I went to my room and took a short nap after the Game 8 loss. I always recommend clear your head by getting away from the casino following any loss.

After a rest, I felt up to the challenge of another game and I switched to using Betting Series B for Game 9. The game was as easy as Game 8 was difficult. Unfortunately, you can never tell in advance whether any game is going to be hard or easy. This game only lasted for 20 bets. In a fast Internet game, this contest would have been completed in less than ten minutes!

My highest wager was only \$26, which is equivalent to \$13 using Series A. Winning \$112, I almost completely covered my previous loss of \$115.

Following the Game 9 win, I reverted to using Betting Series A for Game 10. Game 10 lasted 57 long wagers and I ended up as

essentially a break-even game, losing \$4. With such a low loss, I could have continued to use Betting Series A for the next game, but I decided to follow the rules in this case and moved up to Betting Series B for Game 11.

Once again, the larger betting series pulled my chestnuts out of the fire, so to speak, and I won \$94 in a game lasting 23 bets.

Games 12 to 20 were the kinds of games that can tend to make you overconfident. I won all of these games fairly easily. I ended this series of games with a total win of \$816.

Table 9 shows some statistics developed from this series of games. Because these statistics are fairly representative of any games you decide to play using the Maximum Advantage Roulette Even-Money Betting Strategy, I suggest you take a close look at them.

**Table 9. Results of Twenty Games Played**

Number of Games Played	20
Games Won	17
Games Lost	3
Games Won Percentage	85%
Games Lost Percentage	15%
Amount Won	\$816
Total Number of Bets (Spins)	555
Average Win per Bet Made (\$816/555)	\$1.4703
Average Bets (Spins) per Game (555/20)	27.75
Average Spins per Winning Game	23.76
Average Amount Won per Winning Game	\$57.05
Average Amount Won per Winning Game Using Betting Series A	\$50.93
Average Amount Won per Winning Game Using Betting Series B	\$103.00

Looking at Table 9 we can see that we won 17 out of 20 games for a win rate of 85%. This is about what we can expect using this betting strategy.

We won a total of \$816 for this series of games. This required making 555 bets. Since we bet on every spin of the roulette wheel, the number of bets is the same as the number of spins of the wheel.

Even including our losing games, we won an average of \$1.47 per spin. This is important because we can use this "win rate" to forecast our hourly winnings at different rates of play.

We made an average of 27.75 bets per game. At a spin rate of 50 spins per hour, our average game lasted about 33 minutes. At the faster rate of 100 spins per hour (think Internet casinos), it would have taken us just over 16 minutes to wrap up each game.

The average amount we won per winning game was \$57.05. The games played using Betting Series A had average wins of \$50.95 and the games playing with Betting Series B averaged wins of \$103. These amounts are close to our target win amounts of \$50 for Series A and \$100 for Series B.

Table 10 presents another way of looking at these stats. Table 10 shows what our win rates per hour would be at different bankroll levels and at different rates of play. This table will give you a clear insight into the power of using this even-money wager betting strategy.

**Table 10. Win Rates per Hour Comparing Spin Rates and the Size of Betting Series**

	<b>Size of Betting Series A and B</b>			
<b>Hourly Spin Rate</b>	<b>\$150 to \$300</b>	<b>\$300 to \$600</b>	<b>\$450 to \$900</b>	<b>\$600 to \$1,200</b>
30	\$44.10	\$88.20	\$132.30	\$176.40
50	\$73.50	\$147.00	\$220.50	\$294.00
100	\$147.00	\$294.00	\$441.00	\$588.00

## **Different Betting Series**

I have used only two betting series, Series A and Series B in all of our examples so far. The base bets for these series are \$5 and \$10, respectively.

I don't want you to think that these are the only levels of play possible using the Maximum Advantage Roulette Strategy. You can gear the level of your play to the size of your bankroll. In fact, one method of play that you may consider is to gradually increase the size of your buy-ins as your bankroll grows.

Increasing the size of your bankroll using casino winnings is an excellent way to leverage your winnings. As shown in Table 10, you can increase your hourly win rate to over \$500 an hour if you are willing to invest more in a game of roulette.

Table 11 shows four different levels of play for the Maximum Advantage Roulette Strategy.

**Table 11. Comparative Betting Series Used for Different Levels of Play**

Level	Series	Base Bet	+ After Loss	- After Win	- After 2 Consecutive Wins	Game Buy-in	Total Needed Per Game
1	A	\$5	+3	-2	-5	\$150	
	B	\$10	+6	-4	-10	\$300	\$500
2	A	\$10	+6	-4	-10	\$300	
	B	\$20	+12	-8	-20	\$600	\$1,000
3	A	\$15	+9	-6	-15	\$450	
	B	\$30	+18	-12	-30	\$900	\$1,500
4	A	\$20	+12	-8	-20	\$600	
	B	\$40	+24	-16	-40	\$1,200	\$2,000

Here's what the columns mean in Table 11.

**Level** - This refers to the level of play. Throughout our examples we have assumed play at Level 1, using Series A and B for this level.

**Series** - Each level of play has two Betting Series, A and B used for that level.

**Base Bet** - The minimum wager for each betting series.

**+ After Loss** - The amount added to a losing wager following a losing bet.

**- After Win** - The amount deducted from a losing wager following a winning bet.

**- After 2 Consecutive Wins** - The amount used to compute the size of the next wager following two consecutive winning bets.

**Game Buy-in** - The amount of cash needed to play a game at each level.

**Total Needed Per Game** - The recommended amount of cash needed to play a game at each level. For example, to play a game at Level 1, you will need \$500 for a game bankroll. This is higher than the total buy-ins for Series A plus Series B to provide an extra cushion.

I have achieved some remarkable results using the Maximum Advantage Roulette Strategy. There is no reason you can't do as well or even better.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2



## **16. Playing on the Internet**

Fueled by the explosive growth of the Internet and by a general acceptance of gambling as a legitimate form of entertainment, online gambling is growing at a torrid rate.

There are now over 1,800 online casinos with software provided by at least 40 suppliers.

There are three celebrity casinos currently operating — Jim Redman, Bubba Smith and Larry Holmes. Three former celebrity casinos are defunct — Kenny Rogers, Evil Knievel and Rodney Dangerfield.

There are millions of people who gamble online:

Caesars.com had 137,000 visitors in January 2001.

Casino-On-Net has had 5 million downloads of its software.

FreeLotto.com had 16 million visitors in January 2001.

Games offered on the Internet range from traditional games like video poker and slot machines, to poker, keno, bingo and other games. Here is a list of games offered by just one online casino: baccarat, blackjack, craps, pachinko, the dragon spirit pachinko, victory poker, Caribbean poker, free ride poker, pai gow poker, red dog, roulette, sic bo, slots, gold rush slots, magic hat sportsbook, video poker, deuces wild video poker, jacks or better video poker, joker wild video poker, king of decks, war and battle royal.

Because of the uncertain legal status of Internet gaming in the U.S., virtually all online casinos that accept wagers are located outside of the United States.

As of December 12, 2003, only Nevada has legalized online gambling. New Jersey is trying to legalize Internet gambling, while California, Oregon and Iowa are seeking an outright ban.

As an individual, there is little risk of prosecution because of gambling on the Internet as the thrust of prosecutorial power is invariably directed at online casino operators, credit card providers and software providers.

Technologically, many of the casinos are very similar, as there are a relative handful of large software developers who dominate the industry. Each casino using software from the same developer will have a similar appearance to other casinos using the software.

Generally, online gaming sites are one of three types, based on the type of technology used to provide their games.

Many online casinos require that you first download their software before you can play their games. This first category of "downloadable software" has to be first transferred from the host computer to your own computer via downloading and then it must be installed in order to function. Usually these programs are free. The online gambling sites offering this type of software can be good places to start your play as, once installed, the programs offer great graphics, sound, animation, and of course, the chance to play for free.

The second type of software used by online casinos is JAVA software which does not require downloading. JAVA software allows programs to create little programs known as applets that are embedded directly into a web document. When online casinos use JAVA, the programs run right on your web browser.



I am not a fan of casinos using JAVA. With a JAVA casino, you have to load the software every time you play; whereas, with downloaded software, you can begin playing almost instantly once

the software has been installed on your computer. I have also had incidences when the JAVA software will freeze my browser. In such a situation, you may not be sure whether your last bet was accepted or not. As a minimum, it is very disruptive to have to start a game over. And, not knowing where you stand is not a lot of fun either. It is sort of like someone turning off all the lights in a land-based casino, and when the lights come back on, you are not really sure if you still have all of your casino chips.

The third type of software found uses HTML code which is the standard language used to create web pages. Sites using HTML are fast to play, but they often have cheesy graphics and no sound or animation.

Perhaps the biggest fear most people have is the fear of being cheated out of their money by the next big "scam" and they don't want to be one of these people.

All sorts of government agencies and personnel are anxiously hoping that the prosecution of online gambling will be their ticket to the big time.

Guess what? It is not likely that any of these folks are going to find major problems with online casinos cheating people. Are there any crooked casinos online? I am sure there are. There are not very many, but since there are a few rotten apples in every industry, there are bound to be some in the online gaming group.

Almost all online casinos use random number generators to create their gaming results. This is part of the software package used by the casino and most of these programs are encrypted, effectively

locking out the casino's ability to modify the programming. This is designed to reduce the risk of any unscrupulous operator changing pay out ratios or otherwise seeking to gain an additional edge over the players.

The software programs all record bets and results as well as the time they occurred. In other words, every thing you did online can later be reconstructed if necessary. This is designed to safeguard both the players and casinos as an "audit trail" is created which can be referred to in the event of an unresolved dispute.

Of special importance to those who are afraid to use their credit cards on the Internet is that fact that most online casinos don't get your credit card number. Third party processors who forward the money to the casino's account handle the monetary transfer. If you complain about a casino's fairness, you will most likely be given a refund, resulting in a chargeback against the casino. This is one of the reasons online gaming is so safe. To stop a charge against your credit card, send a letter to your credit card company. They will nearly always take your side in a dispute with an online company and refund your money.

If you are interested in playing online let me give you some pointers:

1. Select an online casino that gives you several ways to reach its personnel. As a minimum, I would look for a toll free number that is promptly answered by a responsive human being. A simple phone call can be a way to eliminate any unresponsive casinos before you deposit a nickel with them. If the casino's employees don't offer you good service before you become a player, you sure don't want to risk any money with them.
2. Check to see if the casino is licensed. The book *Beat the Internet Casinos* by Silverthorne Publications has complete information on how to check licensing.  
(See <http://www.silverthornepublications.com/InternetGold/>.) When you call the casino (see item 1 above), you can ask where they are licensed, how long they have been in business and the name that will appear on your credit card statement if you make a deposit there.
3. Before you play, you should try out the casino's software by playing for free. If the software is of the downloadable variety, you will have to invest some time downloading and installing the software. If you have any problems downloading and installing the software, call the casino's technical support department. If the casino can't help you, it's "So sorry Charlie, no techie support, no playie."
4. Before you play, decide how much money you are willing to risk. I suggest you buy in for \$100 to \$200 and get a feel for the game by making small wagers.

5. Before you start playing, decide how long you will sit in front of your computer playing. Time spent in an Internet casino can fly by very quickly. You must also set a stop loss before you start playing. I suggest a stop loss equal to 50% of your buy-in. If you buy in for \$100 and lose \$50, that playing session is over. Make sure that you stick with this, even if you hit your stop loss in five minutes. If you are just dying to continue playing, log off from the casino and play in the "fun mode" where you won't be risking any more money.
6. Many online casinos offer better odds than land-based casinos. Because it costs much less to construct a virtual casino, and its overhead is but a pittance compared to that of a land-based casino, you may find that an online casino can offer you everything but a free drink. Specifically, many Internet casinos offer sizable bonuses for signing up. Playing at a casino offering a sign-up bonus can be very lucrative if you know how to go about it.
7. When you win, expect to wait up to two weeks for your winnings. I have had some casinos take up to a month to send me winnings. The money for payouts comes from offshore banks that seem to operate on "island time." Once you understand this, you can calm down, as I have never had a casino refuse to pay me a legitimate win. It just takes them more time. When you call the casino before you play, I suggested you get the name that the credit card charge will

appear under. The charges and credits you will receive for winnings hardly ever appear in the casino's name, and if you don't know the name of the bank card processor, you may be in for a difficult time figuring who has paid and who hasn't, especially if you gamble at several online joints.

8. The backend software that runs the games should be supplied by a major software developer. Some of these software companies are United Gaming, Starnet, Microgaming, Cryptologic, Boss Media, Real Time Gaming and GamblingSoftware.com.
9. Make sure that the site is a member of the Interactive Gaming Council. The sites that are members follow a strict code of conduct as a condition of membership.
10. Avoid casinos which appear on numerous online "blacklists." There are substantial Internet resources you can use to investigate an online casino before you play. *Beat the Internet Casinos* gives you complete information on how to do this, as well as a complete system on how to play and win.

Are you interested in playing craps on the Internet? You can actually do very well if you pick your casinos well. If you pick the right casino, which also happens to pay a 10% or greater bonus just for playing, you can gain a substantial edge over the casino. However, you must know how to play in such a manner that the casino personal will consider that you have "earned" the bonus and will not try to interfere with your right to withdraw the bonus. As



you can well imagine, online casinos offering bonuses to players are not interested in attracting players who sign up just to get the bonus and then try to withdraw it with very little play. There is a way to do this that will keep the casino happy and will still give you a large edge over the casinos.

Online blackjack play can be very lucrative. The Online Gambling Toolkit focuses on beating the game of blackjack. See <http://www.silverthornepublications.com/OnlineGamblingToolkit/>

If you want to play roulette in the online casinos, you can easily make \$1,000 a day without leaving your home. If your nearest land-based casino is some distance away, you may very well consider playing on the Internet.

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In my opinion, online gambling is here to stay. While I have played many more games in land-based casinos using the Maximum Advantage Roulette Strategy than in online ones, my results playing online have been outstanding. Because the heart of Maximum Advantage Roulette Strategy is an assumption of randomness, is it quite likely that this system will work even better against virtual casinos using randomly generated results than against real casinos. My own experiences seem to indicate that trends in one direction or the other seem to be longer in real casinos than in virtual ones, and if this is true, it will tend to work in favor of the Maximum Advantage Roulette Strategy which thrives at trendless tables.

I personally love online gambling. I love its accessibility and its efficiency. About the only drawback to playing online is the long wait to withdraw funds. You may want to give it a try.

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## 17. How to Find an Internet Casino

Each player has his own preferences when it comes to choosing a casino. Some players are Bonus Hunters, jumping from casino to casino looking for the newest and best bonuses. Some slot-machine junkies want the casino with the best slot payouts. While others are just looking for some entertainment, multi-player capability, or certain games. Here, I'll tell you the major differences between online casinos, and what you should know before you download and deposit.

**Software:** first and foremost, you want to play at a casino with decent software. Software includes graphics, speed of play, rules, and more. See our report "The Ten Best Online Casinos" for specific recommendations. *All* of the casinos listed in this report use software that is fair, reliable, and virus-free.

Speed of play is also important to many gamblers. Some software slows play by dealing cards slower than others. Some newer software vendors even have an 'Automatic Mode' on some games, where the software will bet and play hands very fast based on your preferences.

Different software providers have different betting increments and rules on table games. For instance, some software only allows betting in increments of \$2, up to \$20, then \$10 increments thereon. If you use a betting strategy, beware of software that restricts bet increments.

**Payouts:** Payout percentages indicate how much money the casino gives back to players every month. For example, If a casino received \$1000 in deposits last month and their payout is 97%, they kept \$30 of that \$1000, or 3%. Usually, the higher the payout, the better the odds are for the player. Casinos often break down their payouts into total payout, table game payout, poker payout, and slot payout. Some even disclose payouts for the more popular games. If you exclusively play table games at casinos, you should always check the table payout before you play to determine your odds. A great bonus can be easily offset by a poor payout.

**Match Bonuses:** match bonuses are the reason why many people are attracted to online gambling from the get-go. Casinos will match deposits in order to entice players to download their software and make a deposit. A casino with a bonus of "150% match bonus up to \$50" means that they'll give you an additional 150% of your deposit free, up to \$150. So if you deposit \$100, the casino will give you a bonus of \$150, allowing you to start playing with a balance of \$250!

Players should beware of some restrictions of these match bonuses, though. Of course it wouldn't be fair to get a \$150 bonus and then simply cash out, so the casino will require you to bet a certain amount of money first. This wagering requirement is usually a multiple of your deposit and bonus amount. Using the previous example, if the wagering requirement is 15x bonus & deposit, you have to wager 15 x \$250, or \$3,750 before you can cash out. This helps keep the bonuses fair, and gives players enough opportunity to win. All bets that you place count against the wagering requirement, but some casinos exclude bets in certain games. Many casinos don't count bets on craps, roulette, and baccarat toward the wagering requirement, but some leave out even more. Make sure to check the details before playing.

**Free Money Bonuses:** A lot of casinos will give away 'Free Money Bonuses' to try to attract players and introduce new people to gambling. These free money bonuses really are free money, and are a great way to get started gambling with no risk, and still feel the thrill of gambling with real money. Most Free Money Bonuses come with a catch, though -- you usually have to deposit a minimum amount before you can cash out.

**Customer Support:** Customer support at most casinos is cutting edge, and all of the casinos listed on in our report "The Ten Best Online Casinos" have support reps available 24 hours a day, 7 days a week.. Almost every major online casino offers 24/7 toll-free customer support, and you should use it! Online gambling support reps are friendly and available to help. If you have a question, ask!

**Games:** Online casino games are fun, and it's great to be able to play a wide variety of games in one casino. Most casinos offer a great variety of games, but you'll find all of the standard casino games in nearly every casino. If you specifically want to play video keno, you may have to look a little harder than if you were interested in playing blackjack or slots. In rating dozens of casinos I found that casinos that offer 50+ games are roughly equivalent to casinos that offer 25+ games. The only difference is the bragging rights. The medium sized casinos have all the major table, poker, video poker, and slot games. The bigger casinos have all the same games, plus slight variations of them.

**Deposit Options:** Some casinos don't accept credit cards anymore because of a high rate of fraud, so it's important to choose a casino with secure and quick alternative deposit options. To gamble online, you'll need an 'Electronic Cash' account like [Neteller](#) or [FirePay](#). Most casinos take these two major ones, and they provide decent customer service. We have just completed another Free Report "Alternative Casino Banking Methods." This report will give you the complete details on the major alternatives to using your credit card.

**Withdrawal Options:** When you win big, you want a fast and easy way to withdraw your money. Most withdrawal transactions are done manually by the casino manager, so they tend to take some time. Don't be surprised if your withdrawal takes a few days ... or even weeks. Casino managers must perform due diligence to make sure that there is no fraud involved, such as

multiple registrations to obtain more bonuses and that you have met the playthrough requirement, etc. Most casinos will return money to your Neteller or Firepay account, or will send you a check in the mail.

**Comp Programs:** Most online casinos have formed comp programs to rival the traditional brick and mortar casinos that keep players coming back. 'Comp' stands for Complementary, and that means free! Most casinos offer money back while some go so far as to raffle off cruises or offer plane tickets. The majority redeem betting points for cash. For instance, Roulette yields 3 points per \$1 bet, and the redemption ratio is 100 points per dollar. Every \$33 dollars you bet playing roulette you will get \$1 back.

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## 18. Your Bankroll

Your bankroll is the amount of money you bring with you for gambling. Without it, you can't even start the game. If you lose your bankroll, the game is over. The object of gambling should be to increase your bankroll. I define "increase" to mean leaving the area where you have been gambling with more money than you came with when you began the gambling excursion.

If your major objective is to leave with more money than you started, then a corollary objective must be not to lose all of your money. In between these two objectives of not losing everything and leaving a winner, I have developed a number of rules to help me achieve my two major objectives.

First, let's consider the "not losing" side of the equation. It is actually easier to not lose at gambling than to win. This one is easy. In order not to lose at gambling, you don't gamble at all. If you have \$100 and want to keep it, just don't gamble to begin with.

This approach sort of defeats the purpose of trying to learn how to win at craps. It is more than a little cynical to state that if you



don't want to lose at roulette, then don't play. However, there are a number of precautions we can take to never lose our bankrolls and still be in the game.



Perhaps the first thing to do is to decide that it is important to you to never lose every single cent on you in any single gambling contest. I don't know how you reach this conclusion, but if you decide to agree with me that it is important not to lose all of your bankroll in any single gambling excursion, then it is easier to learn to apply some rules I am going to show you to prevent this from ever occurring.

First, I have to convince you that losing all of your gambling bankroll in a single session, or even during one casino excursion, is a bad idea. Perhaps the main reason that losing all of your bankroll is a bad idea is that it feels bad. Or rather, you feel bad. It is simply bad psychology to lose all of your money in a gambling contest.

I know all the statements that you can make to rationalize that it is all right to lose a sum of money brought exclusively for gambling.

"It's OK to lose because it's my gambling money."

"I don't plan to win anyway."

"What the heck, it's only money."

Notwithstanding these statements, trust me for a moment that losing all of your gambling money is a bad idea. Maybe I can convince you if I tell you that not losing is the first step to becoming a winner. Let me give you an example.

You have just come off a table with an additional \$600. Are you a winner? Answering this question depends on a number of factors, not the least of which is "how much have you lost before winning?" If you have only lost \$100 prior to this win, then you are definitely a winner. If you have lost \$2,000 prior to this session, you are still in the hole.

This is a simplistic example, but it will serve to make a point. When you are gambling, controlling your money is the key to winning. Of course knowledge of the game is important. Strategy is important. Self-discipline is important. But the way I look at it, if you are knowledgeable and use planned strategies and employ self-discipline, then it is impossible not to control the amount of money used for gambling.

Controlling your bankroll for long-term play means bringing a large enough bankroll to outlast the inevitable lengthy losing periods.



The most important thing you can do with your gambling bankroll is to divide it up into smaller bankrolls. Each of these smaller bankrolls will be used for one session, which is typically played during a set period of time, or even at a single table.

The idea behind this is to give you several opportunities to develop some winnings without being overexposed to losses during any single session.

It is also part of our strategy for controlling losses and preserving our bankrolls.

Using smaller bankrolls also will allow you to accept losses. If you are playing with \$300 at a table and have lost half of it, it is not too difficult to walk away with a \$150 loss. But what if you are playing with \$3,000 at a time? You will be less likely to walk away with a \$1,500 loss even though we are talking about the same concept.

*Game bankrolls* (I use the terms "game bankrolls" and buy-ins interchangeably) do more than allow you to accept smaller losses. They also become an important part of your plan to take some of the casino's money and run. By splitting your gambling bankroll into smaller game bankrolls, you will have several shots at the casino's bankroll with limited risk on each try. Meanwhile, you will never give the casino a single shot at winning all of your bankroll.



Using game bankrolls helps control the emotional aspect of gambling. When you lose a portion of a smaller bankroll, it is fairly easy to take a break, change tables or even stop for the day. After all, winning at gambling is all about controlling emotions.

Game bankrolls can act like guides and tell us when to take a break from a losing session, or on a happier note, when to take our winnings and run.

Game bankrolls can be any size within certain limits. Our objective in setting the size of your buy-in is to have a large enough bankroll to have a reasonable chance of winning, but not so large that we jeopardize our gambling bankroll.

For a typical casino excursion, you should divide your bankroll into at least five session bankrolls. I have found this to be the optimum number of sessions for several days of continuous roulette play using the Maximum Advantage Roulette Strategy. If you plan on playing professionally, you should divide your gambling bankroll into at least seven game bankrolls.

You can approach determining the size of your bankroll several different ways. Here are a few of the acceptable approaches:

1. Determine your optimal starting bet level. The size of your session bankroll is directly related to the betting level you chose. Once you know “how you want to play” you can easily determine how much money you need to play at this level.
2. Base the size of your bankroll on the minimum bets allowed where you play craps.
3. Set aside a certain amount of money for gambling and then determine which level of play best fits your comfort level.
4. Use a combination of all of these rules to decide on your bankroll.

Your level of play determines your bankroll. I usually like to start my play with at least a \$500 buy-in. With this size of session, I will use the betting progressions and levels of play shown in the examples in the previous chapters as follows:

Level	Series	Base Bet	+ After a Loss	- After a Win	- After 2 Consecutive Wins	Game Buy-in	Bankroll Needed Per Session
1	A	\$5	+3	-2	-5	\$150	\$500
	B	\$10	+6	-4	-10	\$300	\$500

While most of my examples of games played entail using a buy-in of \$150 dollars to \$300, the Maximum Advantage Roulette Strategy can be adapted to just about any level of play.

### **Bankroll Requirements for Different Table Minimums**

Table 12 shows the game bankroll requirements for several different levels of play. Here's what each column represents:

**Minimum Bet** - This is the minimum wager required from each player per spin. Since you will only be making one wager on an even-money bet, your bet will need to equal or exceed this amount.

**Series** - The two levels of play required to play the strategy are shown for each minimum bet.

**Base Bet, + After Win, - After Loss, - After 2 Consecutive Wins** - all correspond to the adjustment factors used for each level of play. If it is not clear to you what these mean, you need to reread the chapters on how to use the Maximum Advantage Roulette Strategy.

**Game Buy-in** - This is the minimum amount needed to play at each level. I usually buy-in for the session amount.

**Session Bankroll** - Each level of play requires a minimum bankroll to play a session. For example, to play at a \$5 minimum table, you need \$500 per session.

**Table 12 Betting Strategies Used For Different Minimum Wager Tables**

Minimum Bet	Series	Base Bet	+ After Loss	- After Win	- After 2 Consecutive Wins	Game Buy-in	Session Bankroll
\$1	A	\$2	+2	-1	-3	\$ 60	
	B	\$4	+4	-2	-6	\$120	\$200
\$3	A	\$3	+3	-2	-4	\$90	
	B	\$6	+6	-4	-8	\$180	\$300
\$5	A	\$5	+3	-2	-5	\$150	
	B	\$10	+6	-4	-10	\$300	\$500
\$10	A	\$10	+6	-4	-10	\$300	
	B	\$20	+12	-8	-20	\$600	\$1,000

## **Your Gambling Bankroll**

I recommend that your permanent gambling bankroll be at least five times the size of your average table buy-in and as high as seven times if you decide to play professionally.

If you play at \$5 minimum wager tables and use the Maximum Advantage Roulette Strategy, you will need to plan on using \$500 as your table buy-in amount. Your permanent bankroll will need to be five times this size, or \$2,500.



Table 13 shows different levels of bankroll needed for different levels of play.

**Table 13. Bankroll Requirements**

<b>Minimum Bet</b>	<b>Session Bankroll</b>	<b>Total Bankroll</b>
\$1	\$200	\$1,000
\$3	\$300	\$1,500
\$5	\$500	\$2,500
\$10	\$1,000	\$5,000
\$20	\$2,000	\$10,000
\$25	\$2,500	\$12,500

In most land-based casinos, \$5 is the lowest minimum bet you will encounter. To properly play the Maximum Advantage Roulette Strategy with \$5 minimum bets requires a \$500 buy-in and a \$2,500 gambling bankroll.



However, many Internet casinos offer roulette with \$1 minimum bets. Here, you only need to use a \$200 Session Bankroll with a total bankroll of just \$1,000.

If you want to play just as I did in the games illustrated in this book, you will need to buy in for \$500 a game and have a \$2,500 gambling bankroll.

If you want to move up to \$25 minimum tables and use the suggested progressions shown in the table, you will need \$2,000 and \$2,800 game bankrolls, with \$10,000 and \$14,000 gambling bankrolls respectively.

If you want to move up to making \$10 base bets, plan on building a \$5,000 bankroll first. If you want to move up to green \$25 chip play, you need to have a gambling bankroll of \$12,500.

Don't let the bankroll requirements put you off. The Maximum Advantage Roulette Strategy is so potent that you can start small and build your own bankroll.

### **Building Your Bankroll**

I recommend that you start with \$5 minimum tables and use the complete Maximum Advantage Roulette Strategy. To do this, you will need to be able to buy in for at least \$150 for Series A and \$300 for Series B levels of play.

Wherever you start, be sure that you meet the minimum bankroll requirements I am recommending. As you have seen from the illustrations throughout this book, the Maximum Advantage Roulette Strategy is subject to occasional draw-downs, and the best way to protect yourself is to have a large enough gambling bankroll.

What you must never do after suffering losses is to think that your luck must change and start pushing your bets to higher levels. This is a trap many gamblers fall into. Don't go for it.

If you have some losses, the best prescription is to quit playing. As hard as it may be to leave the casino after suffering a loss, it is ten times better than staying and piling up losses rapidly because you momentarily lose control.

Casinos are masters of illusion. They can create an aura of self confidence not supported by reality. It is not unusual for gamblers, under the casino's spell, to think they are doing pretty well, and to be almost shocked when they finally realize that they have lost most of their money.

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There is much more to becoming a winner than just learning a system. How you act and how you apply the system will ultimately determine how much you win. Let's take a look at some of the skills you need to bring to the casino.

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## **19. Skilful Play**

There are a number of decisions you can make in becoming a Maximum Advantage Roulette player. You must decide where to play and whether you will tip or not.

You will also need to make decisions on setting up and using a casino credit line as well as having your play rated. How you handle these situations can have a great bearing on your long-term success as a winning gambler.

### **Picking where you play**

Your first choice in deciding to become a roulette winner is deciding where to play. I rate casinos on several different aspects. My first concern is whether the casino offers games that I find playable.

Every casino sets minimum and maximum bets for its table games. Typical minimum and maximum bets for roulette games offered by small casinos might be \$5 minimum bets and \$500 maximum bets for outside bets. These limits will be acceptable for 90% of the players using the Maximum Advantage Roulette Strategy. But a few players may require higher betting limits.



A more typical problem faces players in casinos which set minimum bets too high. Some East Coast casinos set their minimum roulette bets at \$10.

Many casinos will change their minimum wagers depending on the time of day and day of the week. Minimum bets are raised in the evenings and on weekends. If you are an Atlantic City player looking for tables with lower minimum bets, you will find more roulette tables with lower minimums if you play during the week instead of on weekends.

Besides table limits, I also consider the atmosphere of a casino. I absolutely refuse to play in casinos with rude dealers. I can tolerate slow dealers, dealers still in training and dealers who don't talk much. But I refuse to put up with dealers who make sarcastic remarks to other players or criticize my play. Life is too short. Change tables or, if necessary, change casinos.

Fortunately, casino employees are reasonable people and problematic dealers are not seen too often.

Some casinos have other annoying quirks. Can you tolerate a lot of smoke? Some casinos have poor ventilation systems so that a dull cloud of smoke seems to permeate the casino area. If this bothers you, don't play there.

Other casinos are dirty or have crowded, uncomfortable playing conditions. For several years there was a casino less than ten minutes from my house where I absolutely refused to play because the place resembled a dump (it has been updated and is now acceptable). These are choices you must make. If you play in Las Vegas, you have just about every choice you can imagine available. If you want to play in a real players' joint, try Binion's Horseshoe downtown. Would you like some real elegance? You'll like the Venetian or Bellagio's.

One thing I don't do is discuss my system while I play. Some dealers will comment on it; most don't. You may get questions from other players. If you decide to discuss your system, keep it simple. You might state that you like to make the outside bets and you vary your bets depending on how the table is going.

If you start talking about the system, you will undoubtedly lose your concentration. In addition, it is almost a given that if you are trying to demonstrate the system to someone, you are going to have a loss. Call it bad luck or bad karma, but you can believe that discussing the system while you are playing is not a good idea.

## **Tipping**

If you don't like to tip, most international play will suit you fine. Most casinos in Asia, Europe and Commonwealth countries like England, Australia and New Zealand forbid tipping the dealers.

In the U.S. you really have no choice but to tip. Many players refuse to tip, arguing that tips come right off their bottom line. I can't argue with the logic, but I will question the results of a no-tipping policy.

I personally have a great deal of respect for most casino personnel and especially dealers. I enjoy tipping them in exchange for good service, and once it is established that I am a "George" (slang for a good tipper), the level of service increases appreciably.

When I tip, I never just give the dealer the tip. I only tip by making bets for the dealer.

I tip by making an outside bet for the dealers if I have been winning. The dealers appreciate this type of wager as they realize that they are much more likely to win the wager and get the tip with an even-money wager than one with high odds against it.

### **Act like a gambler**

Play like a loser. If you are in a prolonged winning streak, don't rub it in the casino's face by continuing to play at the same table. If you do, make sure that you consistently make the kinds of moves which will throw the pit off. But your best ploy is not to overstay your welcome, especially if you are winning a bundle.

If you have a nice win and a floorman comments on it, you can casually mention that you dropped a bundle at craps last night and you are still not close to even. But don't do this if you never play craps. Make your story plausible.

### **Hide Chips**

As a winning player, you will want to look for ways to disguise the amount you are winning. The easiest way to do this is to pocket chips.

This is harder to accomplish if you are playing alone, and is easiest to accomplish if you have a playing partner.

*How to Survive and Prosper as a Professional Gambler*, published by Silverthorne Publications, has some excellent suggestions on chip hiding routines. With a female accomplice, it is easy to slip chips to her and let her hide them in her purse. Sometimes my wife carries a shopping bag with her, which is a great place to stash chips and offers additional cover to help us look like a pair of happy, typical tourists.

If you are a black chip player, you are better off hiding green chips, as the bosses are more concerned with watching your stack of black chips. If you commonly wager \$500 or more, then you can get away with hiding \$100 chips, but don't try to stash the \$500 chips as the bosses may catch on.



### **Play for Cash or on Credit?**

There are many advantages to establishing credit with several casinos. Once you have established credit, it is there any time you want to use it. You don't have to carry cash, arrange for wire transfers or try to talk casinos into cashing checks. You generally will not be able to even cash a cashier's check in a casino until it



has been verified. If you show up on a Saturday hoping to cash a cashier's check, you will be out of luck until your bank reopens on Monday and can verify the check.

Another advantage to establishing credit is that when you use casino credit, you get to sign markers at the table. You will look like a gambler, since most gamblers who play with black chips have casino credit lines.

I'll let you in on a dirty secret. Casinos are not in the business of loaning money to gamblers, at least not now. If you have a bad gambling habit and a weak bank account, your local friendly loan shark is more likely to accommodate you than your not-so-friendly casino.

When you establish a credit line, the casino is agreeing to advance you no more than the average balance in your checking account for the last six months.

Your creditworthiness has nothing to do with getting casino credit. These guys don't care whether you are employed, just filed for bankruptcy or are dodging your other creditors. Casino credit is based on how much bread you keep in your checking account.

Do you feel a little better about the high rollers signing the markers? They are signing magnetically coded checks which can be run through their checking accounts. Normally markers are not handled this way as the casino prefers to be paid by check, but if necessary, the casino markers can and will be deposited by the casino and will be presented for payment at your bank just like any other check you have written.

If you are a black chip player, casino credit is almost mandatory unless you want to carry a large amount of cash with you, which I don't recommend. If you know where you will be playing, you can arrange to have cash deposited with the casino cashier and sign markers against your own *front money* on deposit with the casino.

### **Rated Players**

Once you start playing with green or black chips, you are going to be asked by a floorman if you want to be rated. Many novice counters resent the intrusion of a floorman and answer evasively or even negatively. This is a big mistake. By rating your play, the casino is evaluating your ability to receive comps or freebies from the casino. Comps can really add to your bottom line and can be very profitable once you learn to play the comp game. Another reason to become rated is that being rated and receiving comps from the casino is what gamblers normally do. And you want to look like just another gambler.

Even if you are a low to mid-range player and want to get *full RFB*, which stands for Room, Food and Beverages comped, there are many casinos which will accommodate you.

Using casino comps, you can travel just about anywhere and get full VIP treatment. Many casinos will even pay your airfare. But you have to know how to work the system to maximize these benefits. I suggest that you learn how to get the maximum amount of comps and let a casino pay for all of your gambling excursions.

As a Maximum Advantage Roulette player, you are in the perfect position to get and benefit from comps. No matter what your level of play, you can increase your enjoyment and profits by availing yourself of casino comps.

### **Learn to play another casino game**

I highly recommend that you learn to play at least one other table game besides roulette. My number one choice of the game to learn is blackjack.

Blackjack is still a favorite game of many high rollers. Just by learning basic strategy you can play almost even with the house. If you add a winning strategy on top of this, such as the unique betting system revealed in *Power Blackjack*, then you are on the way to having a second casino game you can beat.

Blackjack, using the Power Blackjack Strategy, is an excellent game for using hit and run tactics. If you have been playing roulette and are tired of concentrating on your wagers, blackjack may give you just the break you need. This can't hurt your reputation with the casino. Because many high rollers now favor blackjack, you will enhance your appearance as a high roller when you add this game to your repertoire. By mixing a little blackjack play in with your roulette games, you will look more and more like another gambler to the casino bosses.



You may be surprised how well you do at blackjack. On a typical casino visit, I usually make almost as much money playing blackjack as I do playing roulette. Silverthorne Publications is the premier publisher for winning blackjack systems. You can check out the Power Blackjack Strategy at <http://www.silverthornepublications.com/PowerBlackjack/>

If your casino offers craps, you may want to learn to play the game.

You can play craps for fun and relaxation, but even when I relax I enjoy winning money. I use an intriguing craps system which wins over 90% of the time and throws off nice winnings even against the American wheels. It is described in *Power Craps*, published by Silverthorne Publications (See <http://www.silverthornepublications.com/PowerCraps/>).



**And so, you are almost ready to start beating the casinos, but .**

**..**

You are almost ready to take on the casinos. I have presented a system which has been proven to win against casino roulette. Perhaps you have been practicing the Maximum Advantage Roulette Strategy. You have figured out how to put together your bankroll. However, the greatest battle still awaits you. The casinos have even more powerful weapons at their disposal than the house edge. They are masters at a whole number of

psychological traps set to ensnare you, with the end goal of relieving you of as much of your money as they can in the shortest and most pleasant way possible. Let's take a look at the casino's battery of weapons and see what you can do about them.

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## **20. Discipline and Control**

At this point, you should have a good understanding about how to use the Maximum Advantage Roulette Strategy to win money at roulette. You should know when to bet, how much to wager, and when to quit. You know about how your bankroll determines the size of your wagers and about using game bankrolls. You should have some definite ideas about how you want to interact with casino personnel. You have learned some ways to improve playing conditions by interacting with and tipping the dealer. You also have been introduced to the idea of playing on casino credit and playing for comps.

Now you have to deal with the largest obstacle to your success. The greatest single threat to your success is not the casino personnel. It is not a bad run at the tables. It is not the risk of consecutive losses eating up your bankroll. It is not the wine, the women, and the atmosphere. The greatest single threat to your playing career will be yourself. Surprised? Read on.

## Self Control

Ultimately, success at casino gambling, business, romance or life, for that matter, largely depends on self-control. Winning at gambling is all about self-control. It is about controlling the amount of money used for gambling. It's about reducing losses. It's about limiting the amount of money used for any session of play. And ultimately, it's about walking out the door a winner.



Gamblers are a lot like fishermen. They like to talk about the one that got away. How many times have you been in a casino winning and ended up leaving a net loser? In the real world, the only wins that count are the ones you go home with.

Actually, it is no great feat to get ahead playing roulette. Probably over 75% of all roulette players are ahead sometime in their play. But do they walk out the door winners? No. Probably close to 95% of all roulette players end up losing money. The typical casino hold is about 20% for a roulette table. *Hold* is a term referring to the amount the casino keeps as its win out of the



money dropped at the table — e.g. the *drop*. If you buy in for a hundred dollars and play for thirty minutes and leave with \$85, you have lost \$15 out of \$100. Your contribution to the drop was \$100 and your loss gave the casino a hold rate of 15%.

Winning at gambling is first about controlling yourself. It is about accepting responsibilities for your own actions. In the long run, you don't win because you were lucky, and you don't lose because you had a string of bad luck. Using the Maximum Advantage Roulette Strategy will help you create your own luck. Used properly, you will be able to play at an advantage over the casino and be a net winner.

If you think about the times you were ahead in a casino and ended up giving it all back plus whatever additional cash you scrounged, who is to blame? The casino? The game? The house edge?

Don't get angry with me for pointing this out. What is wrong with setting aside your winnings when you are ahead? And what is wrong with limiting your losses when you hit a losing streak? And what is wrong with leaving a losing table?

I hope you answered "nothing." Doing these things requires self-control. They are easy to think about doing but may be much harder to actually accomplish. I am a former smoker. I always thought I could quit smoking when I wanted to. But I failed to quit a number of times. When I finally quit, I realized how difficult the process really was. It was easy to think about quitting smoking but doing it was quite challenging. Now that I have quit, I am out of the woods, right? Well, not quite. I believe that

smoking is much like a drug addiction, and as a former addict, I am never cured. I am only one cigarette away from becoming a smoker again.

Control in a casino may require much the same discipline as that of a reformed smoker. Having a large monetary loss only requires a temporary loss of control.

Trust me, winning is habit forming. Losing, especially at a game like roulette when you know you are using a winning strategy, is tough. Some professional gamblers, especially traditional blackjack card counters, will lose for months at a time. I am not sure that I could continue to play blackjack under those circumstances. The documented losing streaks for the Maximum Advantage Roulette Strategy tend to be fairly short. If you play roulette regularly using this strategy, it is highly unlikely that you will ever encounter two back to back losing casino visits. But it can happen.

Once you are in a losing streak, you will be hard pressed to continue with your set game plan. You will begin to question everything about the strategy. The wheel spins will not seem right. You may feel like the dealer has it in for you. You will start to think that no matter how you wager, your bets will lose. When your larger bets lose, you will begin to question the betting strategy. After you have encountered a few very cold tables, you will even question whether selecting the time you make your wagers is really worth all of the effort.

Trends are a dominant factor in gambling. Every roulette table has streaks. If you are in a winning streak, you may begin to feel omnipotent. However, when a losing streak hits, you may start to question every aspect of your playing strategy.

Perhaps the best thing you can do whenever you encounter losing tables is to first change tables. Your next option is to quit playing roulette for a time. Depending on your feelings, you should either quit gambling altogether during your break, or if you are still in the mood to play, switch casino games. I have found on many occasions that a switch of games was exactly what I needed to improve my mood.

Many players seem to become chained to a particular table at some point in their play. This may be fine when the table is winning, but could spell disaster during a prolonged losing spell.

While losing is tough, winning may be even tougher for some people. Many players subconsciously feel that gambling winnings are "ill begotten gains." Many times persons raised with a strong work ethic cannot adjust to the reality that winning at gambling requires a great deal of effort too. Gambling winnings may not seem real or may even seem shameful. Many people feel guilty when they win. For these people, walking out with some of the casino's money doesn't feel right.

Gamblers never cease to amaze me. Gambling falls into some special category of human behavior that escapes the normal rules we usually live by. People change their behavior dramatically in casinos. Consummate misers can't wait to throw their money away

in casinos. People who clip coupons every week to save ten bucks on groceries think nothing of dropping a hundred, five hundred or even a thousand in a casino.

Discipline is all about the ability to develop a winning plan. Control is about being able to follow it.



### **Ego Needs**

We all share a need for recognition. We like to talk about our triumphs. Once you become a successful consistent winner at roulette, you are going to feel the need to talk about it occasionally.

You need to curb the urge to discuss the fact that you are a winner, especially while you are in a casino. If you have a big win at the craps table, feel free to comment on your success. The casino is

not concerned with craps winners, because they do not believe that anyone can gain an advantage over them in this game, at least not without cheating.

Obviously, you should never discuss your roulette winnings with any casino employees. Your goal is to look as much like another losing gambler as possible. Casinos don't like winners, and you are much more likely to get the royal treatment if you look like another losing gambler.

Occasionally, outside of the casino, I have been asked about how my strategies work. When I first learned to beat the casinos, I was quite enthusiastic and wanted to share my enthusiasm with other people. The typical reaction when I have revealed that I have a winning roulette system is total disbelief. I am simply not believed. My best advice is to act like the vast majority of casino patrons who don't have a clue as to how to win.

### **Play the Part**

I have given a number of suggestions about looking like a gambler. Everyone has his own style, and I am not suggesting that you disguise yourself physically or change your identity. However, persons who look serious, never drink, never tip, or don't talk to dealers or floormen do not look like gamblers and will not get the full benefit of casino generosity, including comps.

I have tried to give you as much ammunition as I can, but you can add your own finishing touches. Using casino credit is a must if you are a black chip player. You simply don't want to walk around with ten thousand dollars or more on your person. Not

only are you literally risking your life should a mugger decide to target you, but you could run afoul of U.S. laws if you leave the country with more than \$10,000 in cash on you and don't declare it. Using the casino's credit and signing markers will make you look much more like a gambler, and it actually is a very convenient way to play.

You should also play for comps. Once you are playing with black chips, you will have comps offered to you and you might as well enjoy them. Even mid-range gamblers and low rollers can avail themselves of substantial comps.



## **The Casino is Not Your Enemy**

The dealers, floor persons, cocktail waitresses, pit bosses, shift bosses and casino hosts are not your enemy. While pit bosses often scrutinize the play of high rollers, they are just doing their jobs. Many of the casino employees are actually rooting for you

to win. We have discussed how to get a dealer on your side by being friendly and using your tips advantageously. But your floorman, who, incidentally, is just as likely to be a woman called a floorman, is not against your winning. As long as you are not perceived as a threat to the casino's bankroll and are not engaged in behavior the casino objects to, e.g. card counting, you are free to win occasionally. Just don't rub it in their faces.

Floormen are the primary decision-makers on the amount of comps you get, and I always chat with the nearest floorman. Starting a conversation is easy. Once you are a credit player, you will interact with the floorman as soon as you buy in, by signing a marker. After establishing some rapport with a floorman, I will occasionally ask him or her for advice on certain roulette wagers. It is always better to down play just how knowledgeable you are. Most floormen enjoy helping players and like to show off their own expertise.

In dealing with all casino personnel, your goal is to always be a polite, friendly person who likes the casino, enjoys talking to pit personnel, is impressed by the floorman's tremendous knowledge of roulette, makes large wagers and doesn't quite know how to play roulette correctly. This act will buy you a tremendous amount of unrestricted playing time, and your comp rate should go up exponentially. You are the perfect player from the casino's viewpoint, and the casino bosses will be willing to pay to ensure that you play in their casino.

## **Things to Avoid**

There are some things I just won't tolerate when I play roulette. Top on my list of "the things I like least" are rude dealers. If a dealer starts making comments about my play, or is rude to other players, my advice is to just leave.

You don't need this kind of aggravation. If you have a bad feeling about the table, trust your instincts and leave.

I also refuse to play with rude players. I recall one instance years ago at the Desert Inn when there was a young and obviously drunk player at the opposite end of the table. He made comments about every shooter and was constantly harassing the female dealer next to him, making off color comments about her clothes, her shape and her dealing. I finally told him that no one thought he was funny and that it was time to back off.

He told me to f\_\_\_ off and I told him that it was time for him to go. By this time the boxman had signaled security.

Up walked two burly security guards. Mr. Jerk was escorted out of the casino. After the uproar had subsided, the dealer he had been harassing gave me one of her biggest smiles and thanked me for supporting her. The floorman gave me a thumbs up and he comped me to a delicious gourmet meal.





## Drinking

You've been waiting for this part, haven't you? I have yet to read a book on gambling where the author does not admonish the reader not to drink. Professional roulette players, I guess, are too engrossed in observing the game to even lift a glass to their beleaguered lips. If they do manage a drink, it has to be Evian water. For the bosses and for most players, having a drink while you play is part of the fun. Gamblers do it for sure. And you want to look like a gambler, right?

I generally have a few drinks while I gamble. I also drink straight orange juice, coffee, iced tea and even ice water at the tables.

Drinking something alcoholic at the craps table is one more signal to the pit that you are not a threat. I generally go slow on the alcoholic drinks and time my drinks. In general, the fact that you

are a roulette player will go a long way towards enhancing your reputation as a gambler.

## **Superstitions**

Superstitions really have no effect on the outcome of cards or dice or little balls spinning around inside of larger wheels or do they? Most gamblers and many pit personnel are superstitious. Gambling itself seems to breed superstitions.

What happens is that we remember certain events that occurred prior to, or in connection with other events, and we assume that there is a causal relationship between two seemingly unrelated occurrences.

The dice game is rife with superstitions. Lady shooters are lucky, as are virgin shooters, who have never rolled the dice before. If a die or the dice fly off the table, many old pros call their odds, place and buy bets off on the next roll, as everyone knows that sevens come after the dice fall on the floor.

Blackjack players have their own superstitions. Many of these concern upsetting the natural order of the cards. If you have been playing one hand of blackjack and suddenly spread to two hands, the other players may become unglued at the move. Likewise playing a hand differently than they would have can cause a barrage of negative comments.

Poker players may wear their lucky hats, and where would a slots player be without her lucky charm bracelet?



Many casino bosses have lucky and unlucky dealers. A craps crew which loses too much money may find itself fired, or at least broken up and the members rotated into different crews. If a blackjack player is winning too much money, a boss may bring in a lucky dealer. In the good old days when Vegas was mobbed up, the lucky dealer may well have been dealing seconds, with a real reason behind the luck. In this day of corporation controlled casinos, a cheating dealer is unlikely, as a casino is not willing to risk its license over one winning player. However, many bosses believe certain dealers are lucky for the house, just as other dealers are unlucky. If a boss decides a dealer is unlucky, the hapless dealer is not likely to have a fruitful career with that casino.

Because gamblers and bosses are superstitious, it makes sense for you to at least appear to be superstitious too. If you lose, it is because the table is too cold, or in the alternative, if you win, you are on a hot streak. Hot and cold streaks do occur, but it doesn't hurt to play them up.

In addition to enhancing your conversation with bosses, you can use your superstitions to influence dealers as well. More than once I have told a dealer that I feel that the next wheel spin will be lucky and placed a larger bet when the floorman was watching.

Use superstitions to justify certain plays when you are talking to the bosses. Just don't get caught up in believing too many casino superstitions yourself. Your lucky hat is not likely to have been responsible for your last win, nor is a particular casino necessarily unlucky.

I will admit that I partially subscribe to the "unlucky casino syndrome." There are some casinos where I never seem to do well. I have no rational explanation for this. However, since I tend to play in Las Vegas where dozens of casinos vie for my attention, I can easily avoid the casinos that are unlucky for me.

### **Moving Up Your Betting Levels**

If you devote much time to roulette using the Maximum Advantage Roulette Strategy, at some point you will want to increase the size of base bets — jumping from a betting series with a \$5 Base Bet to a higher level, for example. Many players find that an emotional adjustment is required to make these moves.

The size of the wagers required may intimidate them to the extent that they feel compelled to modify the Maximum Advantage Roulette Betting Strategy.



Of course, you must adhere to all of the requirements I have described before you decide to increase the size of your base wagers. You never want to over-bet your bankroll, and you should only increase the size of your wagers when your bankroll is large enough to justify it. If you are undercapitalized, then you clearly are out of your league to jump from green chip to black chip play.

However, once you have built the prerequisite bankroll, you should be able to increase the size of your wagers. To acclimate yourself to making larger wagers, try moving in steps. You might increase from being a \$5 Base Bet bettor to using \$10 wagers as your starting point.

Probably your biggest hurdle will be moving up to black \$100 chip play. You will receive a great deal more attention from the casino than when you were a red chip or green chip player. Most of the attention will be positive. When you play with black chips, you automatically join an exclusive club with significant casino comps to be made available. However, your play will also be under greater scrutiny, and this bothers many players.

In addition to being showered with comps, you will also find that black chip play has other privileges. It is usually much easier to find uncrowded tables as a black chip player.

I suggest that you start wagering at a comfortable level for you. Your comfort level may be as a \$3, \$5 or a \$10 player. Stay at this level until you have thoroughly mastered, not only the technical side of playing correctly, but the emotional side of dealing with players, bosses and dealers. When you are ready, both psychologically and with adequate bankroll, try moving up just one step and then playing at this level for awhile. Continue to hone your casino people skills at each new level and don't forget to look and act the part. Black chip players do act differently than nickel chip players.

### **The Casino As Your New Office**

Walking up to a roulette wheel the first time can be an intimidating experience. If you have not played much, you will not fully understand the roles of the dealer, the floorman, the pit boss, the other casino personnel, and the eye-in-the-sky cameras following your every move.

If you are unfamiliar with casino surroundings, you may want to progress into your new role as a winning roulette player on a step-by-step basis.

You can first play using a lower level Betting Series. This is an excellent approach, and you will win plenty of money using this approach.

Once you feel very comfortable playing roulette, you can gradually increase your betting level, using casino profits to build your bankroll. It may take a number of trips before you feel confident enough to move up to higher level play.

Only after you have completely mastered the Maximum Advantage Roulette Strategy should you consider moving up to black chip status. At this point, you should feel that the casino is your new office, and the casino personnel are your fellow workers.

Remember that the casino is not your enemy. The primary functions of modern casino personnel, including bosses, are to make sure the casino patrons have a good enough experience that they will become repeat customers.

Once you become known in a casino, you will find yourself interacting with the casino personnel even more. Dealers will welcome you by name. Cocktail waitresses will remember your favorite drink. Bosses will invite you to coffee. A casino host will work with you to make sure that you get all of the comps to which you are entitled.

Once you sense that everyone in the casino is genuinely rooting for you to win, you will know that you have done your job well.



In order to reach this level, there is no substitute for putting in your hours. You will need to demonstrate that you are not only friendly, but reliable, honest and consistent in your fair treatment of all you encounter.

Too many players complain to bosses, dealers and anyone else who works in the casino. Grumpy players are all too common, and you want to make sure that you don't present this face to your "fellow workers." If you are tired or grumpy, don't play. It is important to take breaks frequently and use the time to relax. You should be at your peak emotionally when you play, and this includes having a positive mental attitude and interacting with players and casino personnel on a friendly and helpful basis.



Eventually the casino will recognize you as congenial, reliable and dependable. And, if you decide to make playing craps your new profession, your relationship with your new associates will serve as the foundation for your new business.

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## 21. Casino Comps

Whether you chose to become a rated player at the casino table games, join a slot club or both, once you get into the system, you can start getting your share of comps. There are a number of tried and proven ways to multiply the number of comps you get. Here are some pointers.

### **Chose a primary casino and then play there.**

A basic premise of the whole comp system is to reward loyal players. Casinos offer comps to lure new players to their casino and to make sure that their current customers remain their customers. If you think you have it tough trying to use the comp system to your advantage, just think what the casinos are up against with new competition springing up every day.

If you are a whale, you can ignore my advice. Just plan on either bringing or setting up a credit line of \$100,000 or larger, and wherever you decide to land will be glad to comp you. If you are in the million dollar plus range, the casino will not only comp you, but anyone else you chose to bring with you. They'll even charter a 737 and fly in as many of your friends as you want to bring along.



If you are not quite in this range, then it will pay to find a primary casino and reward it with your patronage. A player with as little as \$1,000 can get RFB treatment in some of the downtown casinos in Las Vegas. A player with a \$2,500 bankroll will have an even greater choice of hotel casinos. Move up to the \$5,000 to \$10,000 range, and a whole other batch of casinos become available.

But, in order to get noticed and adequately comped with a bankroll from \$1,000 to \$10,000, you have to be willing to reward a casino with your playing time.

A friend of mine visits Las Vegas about ten times a year. He usually takes \$5,000 to \$10,000 and manages to lose between half and three quarters of it per trip. I won't comment on his approach to gambling. Quite frankly, it stinks. Anyway, the subject is comps.

Believe it or not, he doesn't get any. He stays at a different casino every trip. I think he believes the constant changes might improve his luck. This is not necessarily bad, if he would play at the casino where he stays. He invariably changes casinos every hour or two

and ends up playing in ten to twelve different establishments over the course of two or three days.

Because of the size of his buy-ins, he is constantly asked if he wants to be rated. He always declines. He confesses that he doesn't want the casinos to know how much he is losing. I think that he is trying to kid himself about his losses.

I have explained the comp system to him. As long as he is losing, he might as well have the casinos kick in \$750 to \$1,000 per trip. This money is there for the asking if he would only pick a primary casino and give it a reasonable amount of play.

I can't convince him to change his ways. But, maybe I can influence you.

There are many other benefits to playing more in a primary casino. The first benefit is the application of the old saw, "If you scratch my back, I'll scratch yours."

The casino will accelerate the rewards offered you the more you play. Some casinos formalize this process and actually accelerate the comps to slot club members as their total number of points increases. Many casinos offer more and more free rooms and entertainment the more you patronize them.

The key to maximizing your benefits from this whole process is to find a casino that matches your needs and then start playing there. If you have picked correctly, your loyalty will be well rewarded.



### **Join a slot club and/or get a VIP card.**

The start of getting comps is to be into the casino comp system. If you bet \$25,000 a hand, the host will find you. If you bet \$5 to \$25 a pop, you have to get the casino's attention. And the easiest way to do this is with a little piece of plastic which looks just like a credit card.

Once you have a card, getting comped will become part of your routine. The first thing you will do as a machine player is to insert your club card in the card reader.

When you sit down at a craps, blackjack or roulette table you will present your VIP card when you buy in.

Your card will go down with your cash at the roulette table when you lay five hundred in front of the dealer and tell him, "Chips please."

Once you have the cards and use them, all of your play will count towards something.

### **Get to know the casino personnel.**

When my wife and I walked into the casino at the Desert Inn, we knew we were home. Every cocktail waitress knew us. The dealers in the craps pit recognized us. As we walked up to a craps table, a couple of bosses we knew came over. Before five minutes had passed, our favorite cocktails arrived -without us even ordering them! The table was crowded, and a dealer automatically cleared a spot for us at the end of the table, my favorite spot for playing craps.

When we finally took a break, we walked over to our favorite coffee shop in Las Vegas. A waitress we had known for years smiled as she walked up to our table. We asked about her son who had just graduated from high school. She chatted happily as she sat our coffees down, which she had brought over without even consulting us.

After dinner we stopped by VIP Services for our show passes. As usual, Lynda had everything in perfect order. She had even arranged for special drinks to be delivered to our table.

After a perfect evening, we watched the lights on the Frontier marque across the street put on their endless show from the vantage point of our room. We had a lot of memories associated with the Desert Inn. We had watched the downtown Fourth of July fireworks from our room one year. Another year, we had a rude awaking at 3:00 in the morning as the fire alarm started screaming and the hall was filled with guests in various stages of dress and undress. Fortunately it was a false alarm. I called downstairs, and the friendly night clerk told me that they were having a problem with the alarm system, but there was no fire.

There are many newer casinos than the Desert Inn. It is now defunct and has been torn down. It had one of smallest casino playing areas in Las Vegas. There were many larger casinos. There are several of the "themed" casinos which offer many more attractions than the old DI.

There were no pirates in the Desert Inn. No sharks swam in the lobby. There was no Statute of Liberty out front. No knights ran around the floor smiling at customers. Cleopatra had no barges floating in the simple old DI.

You might wonder why I liked to stay here. But I think you know the answer. I was known here. Because they knew me, I felt appreciated. I have played in just about every casino in Las Vegas and a good number of other casinos around the country. But for pure service, I preferred the old DI.

Please don't consider this a commercial for the Desert Inn. It's gone now anyway. Any casino can become your Desert Inn once

you invest a little time and get to know the people who work there. Most casino employees are not a whole lot different than other people you already know. Just give them a chance to know you, and you'll be surprised at the good things they'll throw your way.



### **Get to know your casino host.**

The casino host or the slot host will be your key to getting the most comps in most casinos.

If you are a member of the casino's slot club, you will get nearly all of your comps by asking the casino slot host. Many times comps for food, rooms, shows and merchandise are built right into the slot club payoffs. If you have just joined a slot club, try giving them some play for an hour or two and then asking the slot host for a buffet comp.



My experience with comps from playing slots or video poker is that the slot hosts are much more likely to be generous with comps than the personnel at the slot club booths. If you want brochures on the slot clubs or general information on the slot club, talk to the clerks at the booth. If you want a particular comp, ask the slot host.

Casino hosts, catering to the table game players, are at the top of the casino pecking order for granting comps. Their top priority is to cultivate new customers and to keep the current customers happy.

The casino hostesses are the persons working for VIP Services who help you check in, arrange your limo service, make dinner and show reservations and so forth.

The hostesses will handle most of your scheduling and reservation needs. The casino hosts are the people you need to talk to to arrange RFB and airfare reimbursement.

You can meet a casino host a number of ways. One way is to call a casino before coming and ask to speak to a host. This is a good way to ask about the casino's comp policy and to tell the host that you are interested in playing there.

If you are playing with front money, you should meet your host after depositing your money with the cage but before you begin play.

If you are a cash player and make a large enough buy-in, you may have a chance to meet a host when the casino sets you up with a VIP card.

After you have played in a casino, you can make reservations through the casino host. Making a reservation through a host who knows you is a good way to get a room even if the front desk claims that no rooms are available. Casinos always reserve a block of rooms for their best customers, and a casino host can get you a room when a reservation clerk can't.

I recommend taking a little time to develop a relationship with a host. Part of developing a relationship is consistency. If you make one casino your primary casino and visit several times a year, it will be easier to become known to a host than if he only sees you every other year.

If you are using a casino credit line, the host will introduce himself to you. With front money or cash, you will want to make a point of meeting the host.

Treat your host with respect and nurture the relationship. He can shower you with all kinds of freebies, including gifts, food, a free room and VIP treatment. And he is paid to do this. For your part, you have to convince your host that your action is sufficient to justify the comps you want. And being a nice person won't hurt either.

### **Be a nice person.**

Or have I said that? You can get enormous leverage out of maintaining friendly relationships with the people who work in casinos.

Start with the dealers and cocktail waitresses. These people have a couple of the hardest jobs in the casino and are at the bottom of the casino hierarchy. A smile and a reasonable tipping policy will do wonders to get these folks on your side. I believe that creating a positive atmosphere starts with how you act towards the casino personnel. A positive atmosphere is conducive to winning as well as to getting your fair share of comps.

You might look at it this way. If you are a grump, the dealer will probably reciprocate. This is contagious behavior, and soon the whole table will act the same way. The pit personnel not only will not be impressed with your play, they probably will be put off by the whole scene at your table. Not only will your rating likely suffer, you won't have nearly as much fun.

You can't always control how dealers and other customers act. If I join a table where no one is talking, and the dealer barely grunts when spoken to, I will make my departure very quickly. Usually a few cheerful words followed by a token for the dealer will turn the atmosphere around. However, if this fails, you can't be faulted for not trying. Life is too short to play under miserable conditions. It is always better to change tables than to continue to play with an out of sorts crew and crabby complaining customers. Under these conditions, you should just leave.

### **Visit the casino at off times.**

I nearly always schedule my casino trips for the middle of the week. I will typically arrive on a Monday afternoon and stay until Thursday afternoon. The benefits of visiting during the week are many. If there are any drawbacks to avoiding the weekend crowds, I haven't found them.

I don't like waiting and I hate lines. By timing my visits to the middle of the week, I can usually walk into any coffee shop, make reservations for a gourmet restaurant just about any time I chose and get show tickets to the shows I want to see.

If you want to really reduce the size of the crowds, travel in the middle of the week during off season. Las Vegas is slower during the middle of summer when it is hot and in the late fall and early winter when it's colder. The slowest time in Vegas is usually between Thanksgiving and Christmas. But watch out for conventions. The Comdex is usually in town in November. Then it's impossible to get a room (unless you are a rated player or belong to a slot club).

If you like to visit Atlantic City, try visiting during the middle of the week in the dead of winter. You'll not only avoid the larger crowds, but you'll find that the minimum wagers on many tables have been reduced.

Visiting during an off time is also an excellent way to get noticed for purposes of getting rated and getting your comp career off to a roaring start.

With fewer players to contend with, a host or a floorman is easier to meet and to visit with. Also, during slow times, casinos tend to be more generous with comps. After all, they are more likely to have a slew of vacant rooms just waiting to be given away to qualified players on a Wednesday night in December.

### **Ask for comps.**

If you play \$10,000 a hand at baccarat, you do not have to ask for comps. The casino will shower you with them. If you are like the rest of us wagering anywhere from \$5 to several hundred a hand, you need to ask for comps.

Slot players have the more systematic approach as the card readers on the machines are tied into a centralized computer system, and comps are based on points. If you are a slots or video poker player, getting a comp is pretty straight forward with this system.

Table game players have to deal more with people. And unless you are a whale, a boss will almost never offer you a comp unless you have just won big in a smaller casino which watches every loss. Facing a player who might walk out with their money in hand, some casinos will start throwing comps at the player. But most of the time, even rated players can play and play and never be offered a comp unless they ask for it.

My advice? Always ask for the comp. I have given you several examples of how to do it.

## **Maximize your comps.**

Anyone who follows the steps I have described can get comps. Your first step is to pick your primary casino and give it most of your business. Before you pick your casino you want to make sure that the casino has a reasonable comp policy and that it has beatable games. You should also like the casino as you will be receiving a lot of invitations there once you get into their comp system.

After picking your primary casino, you need to join its slot club and get a VIP card. I usually do both. Some casinos, like Rio in Las Vegas, combine rating slot, video poker and table players on one card. Others track machine and table action separately. However, it usually pays to join the slot club, even if you are mostly a table game player.

In many ways, slot club players have an advantage over the table game players. Their rating is automatic, they don't have to get the attention of some boss. By joining the slot club, they start receiving mailing from the casino. I have received offers of free rooms from casinos where I had never played a slot machine, but had joined their slot club.

If you are just establishing your rating and want to get a room on a crowded weekend, your slot club membership can be invaluable. After the reservation clerk tells you there are no rooms available,

tell her you are a member of the slot club or ask to speak to a slot host. Chances are, the casino will find a room for you.

Getting to know the casino personal is critical. The more the casino personnel know and like you, the more comps are likely to flow your way. This is even true for slot players with their automated rating system. A slot host can easily "bump up" your comp from a buffet for two to a coffee shop comp for two, even if your rating is not quite there.

With table players, interacting with the pit personnel is critical. A boss can make or break you in terms of your rating. If your average wager is \$25, your goal is to be rated as at least a \$50 to \$75 player. It is not enough to increase your wagers when the boss is looking, you need to be a nice person.

Playing with front money gives the casino a real shot at beating you. When you deposit the money in the cage, the casino knows that they have a shot at winning all of your front money. If you are willing to risk \$10,000, this will open the door to full RFB at most establishments.

When you play with front money, be sure to put it all in play. If you deposit \$10,000, draw markers for the full ten grand. This doesn't mean you should lose the money. If you look like a loser and the casino sees that you have put all of your front money into play, your rating will increase.

Remember to look like a loser. You can save your bragging for when you get home. Appear to lose, but lose gracefully. Dealers and bosses hear players gripe about losing every day. Look like a loser but don't complain.

If you run into a fantastic winning streak, don't worry about disguising the fact that you are a winner. The bosses will know that you are winning. If you try to hide enough chips to turn a big win into a loss, they'll know. When you have a big win, act like a winner. Go ahead and tip a little more. If you are playing craps, shouting is not out of line. I have had some of my best comps come out of big wins as casinos hate to see winners walk out the door with their money.

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Once you know how to play the comps game, you will be able to milk the casinos for every dime your action entitles you to. I have given you some pointers on how to get a quarter's worth of comps for a dime's worth of action.

When you combine getting the maximum number of comps with the Maximum Advantage Roulette Strategy, you are in the best position to maximize your profits from casino gambling.





If you at least break even, then the comps you receive constitute a profit for your play. If you are able to win money at the casino games, then your profit will be even greater.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2

## 22. Casino Etiquette

If you know how to dine in a fine restaurant without making a scene, or automatically open doors for others and say thanks when someone holds open a door for you, you will probably not have any trouble knowing how to conduct yourself in a casino. I normally don't think much about etiquette until I see some jerk raising hell with a dealer about his losses, or chewing out a cocktail waitress for taking too long with an order. Then I have to wonder how the concept of manners has escaped him completely.

I said *him*, because boorish, obnoxious behavior nearly always comes from males, with very few females managing to become the perfect asses that males seem to delight in being.

Casinos seem to attract a higher than normal number of persons with a need to blow off at some unfortunate casino employee. The times I have somehow gotten in the middle of these disputes, I nearly always take the side of the dealer or floorman, especially if a male patron is unjustifiably berating a female employee for no reason other than he has poor control over his gambling, managed to lose much more than that should have, and is now looking for a scape goat.

For most persons who visit casinos, etiquette is simply a matter of common courtesy. It's okay to get a little wild in a casino. These are supposed to be places of fun, and drinking a little too much may be part of the entertainment. But for a successful Maximum Advantage Roulette player, the rules are not quite the same. The casino is your place of employment and drinking should be limited. It goes without saying, courteous behavior should be practiced at all times.

At all casino table games, the rules of etiquette are pretty simple. Treat the dealers and other players with respect and avoid being loud, pushy or belligerent. If you get into a disagreement with a dealer, stay calm and be gracious even if the dealer really is wrong. It does not make sense to win an argument over a single payoff and create an enemy for life. Whatever the problem is, you don't want to be cast as the bad guy - by the casino employees or by other players.

Here are some specific tips that apply to the roulette game.

1. To enter a game, find an empty spot or seat around the layout and put your money on the table for the dealer to exchange for chips. Make sure the dealer knows your intentions. Do not place your money anywhere on the layout where bets are made as it could be misconstrued as a wager. If you want to play with casino chips rather than the special colored chips used at roulette, ask the dealer for the chips. The best time to facilitate this exchange of cash for chips is right after the dealer has paid off all of the winning bets from the previous spin.

2. Once you have received your chips and the dealer has removed the marker from the table, you can make your wager. Be sure to observe the previous decision so that you know which pattern to choose for beginning the game.
3. You can make a wager when the ball and wheel are spinning until the dealer announces, "No more bets."
4. When the ball drops into a numbered slot, the dealer will place a marker on top of the winning number on the layout. The losing bets will be cleared away immediately. The winning bets are paid last. Please keep your hands away from your wager until the dealer has either removed a losing bet or paid you for a winning bet.
5. When you have finished playing, you can ask the dealer to color you up before leaving the table. If you are playing with the special colored roulette chips, you must exchange the chips for casino chips before departing as the colored chips have no stated value at any other table.
6. Watch your own bets at all times. Outside bets are easy to track as you handle the bets yourself and place them directly in front of you.
7. Don't force your way into a crowded table. If there isn't room for you to reach the table and make your wagers, perhaps you don't belong there.

8. Don't slow down the game by constantly asking the dealer basic questions about how the game is played or how bets are made. There are hundreds of books on how to play roulette including this one. You should learn the correct payoffs for the bets you will be making.
9. Try to be discrete about your wins and losses. No one really cares to know how much you are winning, and it doesn't do you any good to advertise that you are a consistent winner.
10. While playing, conduct yourself courteously at all times. If you drink, refrain from overdoing it and never get drunk. You will need to stay alert to correctly make the wagers required by the Maximum Advantage Roulette Strategy, and contrary to the opinion of some drunks, alcohol does not make you think clearer.
11. Take the dealers. Dealers call tips "tokens" as in a token of appreciation. Many players don't realize that dealers are not paid much more than minimum wage. Roulette dealers try very hard to please the public. Most dealers want the players to win and have a good time. They know that if the players enjoy themselves and win, they will get tokened. I always take the dealers. If I win more I will take them more, but even if I lose, I will make several bets for the dealer. This is not only the right thing to do but will pay you off in spades if you do it consistently. Even floor personnel know who the tippers are, and my experience has been that if you tip, you will be more than repaid by hard working dealers, who will watch out for

your bets and by casino complementaries, controlled by and large by pit personnel who rate your play.

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It's time to pull together everything we have learned. The next chapter reviews all aspects of the Maximum Advantage Roulette Strategy and gives you a concrete game plan you can put into action.

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## **23. Winning With Maximum Advantage Roulette Strategy**

If you are going to gamble, you had better know what you are doing. You can't expect to win if you don't understand the game.

The first step to becoming a winning roulette player is to learn the game and to thoroughly understand the Maximum Advantage Roulette Strategy.

You can't hope to win at something that you haven't mastered. The rules for Maximum Advantage Roulette are straightforward and purely mechanical, but it will take an investment in time to learn them. Unfortunately, there is no substitute for learning the rules thoroughly and practicing them before risking any money in a casino.

An essential element of learning and practicing these rules is to not only learn how to use this strategy, but to gain a level of confidence that the strategy will work for you. I have this sense of confidence because I have successfully used it to win large sums of money. I have tried to convey to you my approach and to explain the validity of the concept. However, it is up to you to

prove to yourself that it works for you, without taking my or anyone else's word for it.

## **Review of the Maximum Advantage Roulette Strategy**

The Maximum Advantage Roulette Strategy really consists of two components -

*The Controlled Risk Betting Strategy and*

*The Adaptive Pattern Betting Method*

It is essential that you learn both parts of the system, as the system will not work nearly as well if you only apply part of the strategy.

## **Determining the Size of Your Wagers**

The size of your bankroll, as well as the minimum wagers required by a casino, help determine the size of your minimum wagers. Once you know what minimum wager, or Base Bet, you will be using, you will know which betting strategy you will use.

In addition, once you know the size of your Base Bet, you can determine the amount of cash you will need to use for casino play and the total bankroll needed to play at this level.



**This might be diagrammed as:**

**Minimum Wager → Base Bet**

**Base Bet → Betting Series**

**Betting Series → Amount of Buy-in**

**Amount of Buy-in → Session Bankroll**

**Session Bankroll → Total Gambling Bankroll**

Most land-based casinos will require that you wager a minimum of \$5 on outside bets. That's why all of my examples are based on using a betting series with \$5 as the Base Bet.

Whether you use \$1, \$5 or \$25 as your minimum wager, the principles stay the same.

Here are the rules you will use if you decide to make \$5 your Base Bet:

1. With a Base Bet of \$5, you will need \$500 as your session bankroll. In order to use this level of bankroll, you will need a total bankroll five times this size, or \$2,500.
2. Once you have determined your Base Bet, you will not make any wagers smaller than the size of this bet. For instance, with a \$5 Base Bet, your smallest bet will be \$5.

3. The size of your Base Bet determines the Betting Rules for this particular level of play. The principle rules used for wagering with a \$5 Base Bet are shown as rules 4, 5 6 and 7 below.
4. For \$5 Base Bets. After losing a bet, the next wager is increased by \$3. The size of this increase is determined by the size of the Base Bet. For example, if your Base Bet was \$2, then you would increase the size of your next wager by \$2 following a loss.
5. For \$5 Base Bets. After winning a bet, the next wager is reduced by \$2. This amount is purposely less than the amount used to increase wagers following losses. This gives the system an "upward bias" which would inevitably lead to higher and higher wagers if these were the only betting rules used. Fortunately, Rules 6 and 7 provide for ways to reduce the size of our wagers.
6. For \$5 Base Bets. After winning two consecutive bets, the next wager is reduced by \$5. This helps reduce the upward bias inherent in this system. Please note that you will only use this adjustment following two *consecutive* wins. Winning two out of three bets, for example, will not trigger this rule.
7. For \$5 Base Bets. Your maximum bet size is \$27. The only way you will reach this level is by having a series of losing bets. To protect your bankroll from rapidly depleting, you will drop your wager back to \$15, which is 3 times the size of your

Base Bet following a loss of the \$27 bet. For example, assume you wager \$27 and lose. Your next wager will drop back to \$15. From this point you will continue to apply the same betting rules as before.

In addition to the rules governing how bets are determined, there are rules governing the size of your Base Bets. For each level of Base Bets there are two Betting Series.

Let's take a look at using a \$5 Base Bet. We will use two betting series at this level. Our primary betting series uses \$5 as its Base Bet. We will exclusively use this betting series except for the game immediately following a losing game. After any losing game, we will double the size of our Base Bet and use a betting series designed for the higher Base Bet for one game.

Let's see how these rules apply to betting at the \$5 level.

1. Our primary betting series uses \$5 Base Bets and has been described previously.
2. Our secondary betting series uses \$10 as its Base Bet and is only used following a game loss using the \$5 Base Bet Series.
3. I refer to the two betting levels associated with each level of Base Bets as Betting Series A and B. Betting Series A uses the Base Bet as its minimum wager and is the primary betting series used. You will always start a session using Betting Series A unless your previous game resulted in a loss.

Following any losing game, Betting Series B is used for one game. Betting Series B uses an amount equal to double the Base Bet of the "A" Series as its minimum wager. For \$5 Base Bets, Betting Series A uses \$5 as its minimum bet and Betting Series B uses \$10 as its minimum bet.

4. Each level of betting series has its own adjustment factors for adjusting the size of wagers following losses, following wins and after two consecutive wins. In addition, there is always a maximum size bet for each Betting Series.

Table 14 shows seven different CRP betting levels, ranging from \$2 Base Bets all the way up to \$50 Base Bets.

In addition to showing the minimum bets for each betting series, all of the adjustment factors used for each betting level are shown.

**Table 14. Different CRP Levels Showing Minimum and Maximum Wagers and All Bet Adjustment Factors**

Level	Series	Base Bet	+ After Loss	-After Win	- After 2 consecutive wins	Max Bet/ Reduced Bet	Session Bankroll
1	A	\$2	+2	-1	-3	11/4	\$200
	B	\$4	+4	-2	-6	22/8	\$200
2	A	\$3	+3	-2	-4	17/9	\$300
	B	\$6	+6	-4	-8	34/18	\$300
3	A	\$5	+3	-2	-5	27/15	\$500
	B	\$10	+6	-4	-10	54/30	\$500
4	A	\$10	+6	-4	-10	54/30	\$1,000
	B	\$20	+12	-8	-20	108/60	\$1,000
5	A	\$15	+9	-6	-15	81/45	\$1,500
	B	\$30	+18	-12	-30	162/90	\$1,500
6	A	\$20	+12	-8	-20	106/60	\$2,000
	B	\$40	+24	-16	-40	216/120	\$2,000
7	A	\$25	+15	-10	-25	135/75	\$2,500
	B	\$50	+30	-20	-50	270/150	\$2,500

Let's refer to Table 14 and take a look at the bets shown as Level 3.

The Level 3 Betting Series is the same as the examples I have shown you previously in this book. We'll look at the table's columns and figures for Level 3 wagering.

**Level-** This column is for reference purposes only so that I can refer to "Level 3" or "Level 7" betting.

**Series -** There are two Betting Series, A and B for each level of betting. Series A is always the primary betting series and is always used except following a losing game. Series B is only used for one game at a time following a Series A loss game. In the rare event that you should lose a Series B level game, you will revert to betting at the Series A level. For Level 3, we use a Base Bet of \$5, with \$5 minimum wagers for Series A and \$10 minimum wagers for Series B.

**Base Bet -** This is the minimum bet for using the Series A Betting Series at this level. Many times the Base Bet will equal the table minimum bet, although this is not a requirement. The Base Bet can be equal to, or larger than the table's minimum wager. However, the Base Bet can never be less than the table minimum wager.

**+ After Loss -** The rule is to increase the size of the next wager following a losing wager. This column shows the amount you will add to the losing bet to determine the size of the next wager. For Level 3 bets, using Series A, we will increase our wagers by +3 after a losing bet.

**-After Win -** Following any win we will reduce the size of the next bet. If we have just one win, we will reduce the size of our next bet by the amount shown in this column. For Level 3, Series A bets, we will reduce our next wager by 2 following a win.

**- After 2 Consecutive Wins -** If we win two consecutive wagers, we use this special adjustment factor to reduce the size of our next wager. If we win more than two times in a row, we will continue to apply this rule with each subsequent consecutive win. At the Level 3, Series A level, this means an adjustment of -5 after two consecutive wins.

**Maximum Bet/Reduced Bet -** There is a maximum wager size for each Betting Series. This is the absolute maximum amount you can wager at each level. For Level 3, Series A, this amount is \$27. If you should lose the maximum wager, your next wager will be the amount of the reduced bet. For Level 3, Series A, the reduced bet is \$15.

**Session Bankroll -** This is the amount of bankroll you need to play both Series A and Series B for each level. Since Series A is smaller, you can always buy in for a lessor amount than the Session Bankroll. For example, at Level 3, Series A, you can get by with a \$150 buy-in. To keeps things simple I usually buy in for the amount of the Session Bankroll.

## **Determining Where to Place Your Bet Using the Adaptive Pattern Betting Method**

You really have two decisions to make after each spin of the roulette wheel. You need to calculate the size of your wager. We have just gone over the rules for bet size.

In addition to calculating the amount of each wager, you must also decide where to place the wager.

The Maximum Advantage Roulette Strategy is strictly used for outside bets in roulette. These wagers consist of high and low bets, odd and even wagers and betting on the colors of red and black.

I personally prefer wagering on the colors and my examples are all based on wagering on red or black. You can just as easily pick one of the other outside bets. I do suggest that once you pick a pair of bets to make, that you stay with that selection for the remainder of the game. If you choose to bet on colors in a game, don't suddenly switch to wagering on high or low. Stay with the same selection for the duration of a game and if you want to make a change, do it in the next game.

There are two ways to determine where you place your wagers using the APB Method. The first method is called "Pattern." This is the method you will use to start each game. It can be considered your "normal" or standard way of wagering.

To determine how to wager using the Pattern Method, just observe one roulette decision and then start betting for that decision to repeat.

If you observe that the "score board" for the wheel shows the last spin produced was a red, then your first wager will be on red.

You will continue to wager the same color until you have two consecutive losses. If you are betting the color red, you will



continue to bet red until two blacks, a zero and a black, a black and a zero or two zeros show back-to-back, causing you to lose two consecutive wagers.

After losing two consecutive wagers betting "Pattern" you will change your bet selection strategy to Switch-Opposite, which I call "Switch" for simplicity.

With Switch betting, you will wager on the spot that is the opposite of the second preceding decision. If you lose this decision, then you will resume betting Pattern.

If you win your first wager using "Switch," then your next wager will continue to be the opposite of the second preceding decision. If this bet loses, you will resume betting Pattern.

If your second Switch bet wins, then you will continue betting the opposite of the second preceding wager.

Using the Switch Method, you will bet the opposite of the second preceding decision until you have a loss. After a loss, you will resume using the Pattern Method, using the preceding decision as the basis of setting up your "Pattern."

Let me give you an example. The table below shows 12 wagers made using the Pattern and Switch Methods of selecting where to wager.

**Table 15. Example of Using "Pattern"  
and "Switch" Methods of Selecting Wagers**

#	1	2	3	4	5	6	7	8	9	10	11	12
Bet Method	P	P	P	P	P	P	S	S	S	S	S	P
Bet Made	r	r	r	r	r	r	r	r	b	b	r	b
Win?	W	L	W	W	L	L	W	W	W	W	L	W
Actual Spin	r	b	r	r	b	b	r	r	b	b	b	b

The top row "# " is the number of the wheel spin.

"Bet Method" is the method we used to select the next wager. P = Pattern Method and S = Switch Method.

"Bet Made" shows where we wagered on either r for red, or b for black.

"Win?" reflects the outcome of our wager. W means our wager won, L means our wager lost.

The last row "Actual Spin" shows the actual results of the wheel spin. When this color is the same as our "Bet Made" we have a win, if it is different, we have a loss.

In this example, we selected to bet on "r" using the Pattern Method (P) to start the game. Even though we lost decisions 2 and 5 we continued using "Pattern" until decision 7.

We lost two decisions in a row on spins 5 and 6. With the loss of two straight decisions, we were called on to change our bet selection method. So, for decision 7 we switched from Pattern (P) to using Switch (S).

For decision 7, using Switch, we wagered on "r," which is the opposite of decision 5, which was b. Having won decision 7, we continued with the Switch Method and on decision 8 we wagered on r, the opposite of decision 6's actual spin of b. We won again.

We continued to use Switch until decision 12. Having lost decision 11, we changed back to using the Pattern Method of bet selection. Since our loss was on decision 11 and the previous outcome was b (see decision 10 "Actual Spin"), we selected "b" as our new Pattern bet.

There is one more nuance you want to be aware of. If we lose the first bet after changing from "Switch" back to "Pattern," we will immediately change back to using "Switch."

Let's illustrate this rule by looking at the table again.

The table shows that we changed back to the Pattern (P) Method for Decision 12 and won the bet. For our next wager we will again bet Pattern and bet that b will show. But let's change our assumptions. What if we had lost Decision 12?

If Decision 12 had been a loss, we would have immediately changed back to using Switch because we would have lost the first wager using Pattern after changing back from using Switch. If

#12 had been a loss, we would wager "r" for Decision 13, which is the opposite of #11.

I want you to notice one more thing. If you will look at the Actual Spins you will notice that after decision 2 they change to a pattern of repeating doublets.

#	1	2	3	4	5	6	7	8	9	10	11	12
Actual Spin	r	b	r	r	b	b	r	r	b	b	b	b

From Decisions 3 through 10, our actual spins are:

r r b b r r b b

This pattern will defeat the Pattern Method of bet selection as we will lose every other bet. If we were wagering the same amount for each decision we would end up breaking even using Pattern. However, the Maximum Advantage Roulette Bet Selection Method has an upward bias, and if we continued betting "Pattern," the alternating wins and losses will cause us to make larger and larger bets.

Using the Switch Method defeats the repeating doublets pattern of spin outcomes.

While a winning series of bets using Switch is seldom as long as bets made using Pattern, the repeating doublet pattern occurs just often enough to cause us a great deal of grief (not to mention losses) if we did have the Switch Method available as a backup method of wagering.

Summarized, here are the rules for the APB Method of Bet Selection:

1. The main method of selecting wagers is called "Pattern." To start wagering using the Pattern Method, simply began making a pattern wager using the last observed spin outcome to start the pattern. Continue making the same wager, using Pattern, until losing two consecutive bets
2. The secondary or "backup" method of bet selection is called "Switch." We will use Switch only after losing two bets in a row with Pattern or under the circumstances described in Rule 3 below. We will continue using the Switch Method only until we have had one losing bet.
3. If we lose the Pattern wager immediately after switching back from a losing Switch selected bet, we will immediately resume using the Switch Method again.

The Pattern Method of bet selection is our workhorse method. It normally accounts for 75% to 80% of all wagers.

## **Planning a Gambling Excursion**

Most people approach casino gambling as a lark, and little consideration is given to the amount of time, money or psychological preparation necessary for winning. Some attention is given to finding a "system" or "gimmick" and off the player

goes to try his hand at winning. Needless to say, this approach hardly ever works.

Some work and advance preparation are essential to becoming a consistent winner at roulette or any other casino game.

The advance preparation is fairly easy. First, read and understand this book. You may wish to purchase a home roulette set and practice the system. I encourage and recommend this. For those who have computers, there are a number of casino game packets available which include roulette. Whichever way you go, practice is essential for two reasons. First, by practicing you will gain a greater understanding of the system than you ever will by just reading about it. Secondly, practicing the system will give you a greater feel for it than I can ever convey by describing it. In practicing the system you will gain a level of confidence in your play which is important before you ever venture forth to take on a casino.

In a casino, your enemy is not the casino or the dealer, it is your own lack of self-control. If you can control yourself and have a mastery of your approach, you will become a winner. If you can't, then it is unlikely that Maximum Advantage Roulette or any other system can make you a winner.

After you have learned and practiced the Maximum Advantage Roulette Strategy, you will want to begin planning to apply it in a casino. What, you say, *planning*? I just spent time learning the darned thing! What's this planning? Why can't I just jump in my car or on a plane, arrive at a location that has roulette wheels and

start playing? Or just get online, pick an online casino and start playing roulette?

Planning begins with determining the size of bankroll you will take for your Maximum Advantage Roulette Sessions. The amount you will take for an excursion to a casino(s) is called the Trip Bankroll, and it is three times the size of bankroll required to play a session (a game). It is necessary to use a larger bankroll for a trip to provide for an adequate cushion against losses. If, for example, you decided that since the Target Roulette loss rate is so low (about one in twenty games), you would only take the amount needed to play one session. What would you do if the loss occurred in the first session, or even the first half dozen sessions? You would not have a large enough bankroll to continue to play the game, and you would be "tapped out" even with a winning system.

It is far better to plan for the worst and then do your best to prevent it from occurring. The table below summarizes the session and trip bankrolls required for each level of wagering.

**Table 16. Maximum Advantage Roulette Base Bets, Session Size and Total Bankroll Requirements**

<b>Base Bet</b>	<b>Session Bankroll</b>	<b>Total Bankroll</b>
\$1	\$200	\$1,000
\$3	\$300	\$1,500
\$5	\$500	\$2,500
\$10	\$1,000	\$5,000
\$20	\$2,000	\$10,000
\$25	\$2,500	\$12,500

Using this table, you can plan on the amount of capital you will need for a trip using the Maximum Advantage Roulette Strategy.

Needless to say, this bankroll should come from money that is extra and will not be needed for living expenses. If you take the money needed to pay mother's medical expenses for gambling, the psychological pressure will probably be too much for you, and in general, this is just not a good way to approach any speculative venture.

After building your bankroll and practicing the system until you can perform flawlessly, you may begin your final preparations for a gambling excursion. You should have an adequate number of tracking forms, a notebook for recording the results of your play and a game plan for your trip.



A trip game plan can be very informal consisting of an itinerary with playing time scheduled in a general way. You don't have to have every minute scheduled, but I have found that my mental attitude is improved if I have planned a definite amount of time for gambling as well as other activities.

If you wish to approach the Maximum Advantage Roulette endeavor in an extremely organized and professional manner, you may wish to develop a plan to let the system help build your bankroll.

Assume that your bankroll is only \$1,200, which qualifies you to play with \$1 unit value wagers. It is your desire and wish to advance to the \$5 betting level as quickly as possible, but the only feasible way is to let your casino winnings provide the capital. In order to accomplish this safely, you must accumulate enough winnings to qualify for play at a higher level. To advance to a \$3 unit value wager, your Total Bankroll should equal \$1,500. A \$5 value wager requires \$2,500 playing capital.

The Maximum Advantage Roulette Strategy returns, on the average, 30% of the session bankroll for each hour played (computed at 100 spins per hour). Using this information, and the bankroll requirements for each level of play, Table 16 following shows the amount of playing time needed, on the average, to advance up each rung of unit wager value. The assumption for this table is a spin rate of 50 spins per hour.

**Table 17. Time Required to Advance to Higher Base Bets at 50 Spins per Hour**

<b>Base Bets</b>	<b>Session Bankroll</b>	<b>Amount won per hour</b>	<b>Total Bankroll Required</b>	<b>Playing Time to Move up One Playing Level</b>
\$5	\$500	\$73.50	\$2,500	34 hours
\$10	\$1,000	\$147.00	\$5,000	17 hours
\$15	\$1,500	\$220.50	\$7,500	12 hours
\$20	\$2,000	\$294.00	\$10,000	8.5 hours
\$25	\$2,500	\$367.50	\$12,500	NA
Total				71.5 hours

Table 17 shows that if we start with the lowest bankroll of \$2,500 it will take approximately 34 hours to double this bankroll to \$5,000, which qualifies us to make \$10 Base Bets. Another 17 hours is required to reach the \$15 Base Bet tier, 12 more hours to achieve the \$20 wagering level, and only 8.50 hours to move from \$20 to \$25 Base Bets.

To move from \$5 to \$25 Base Bets would require about 71.5 hours. Of course, we can start at any level, say \$10 Base Bets, and calculate the amount of time required, on the average, to move up a level (to move from \$15 to \$20 wagers takes 8.5 hours).

These assumptions will work very well if you are playing in a land-based casino. However, if you play online, you will be able to play at a much faster rate. Table 17 presents the same information, but assumes a spin rate of 100 spins per hour. This assumption, doubles the hourly win rate and of course, cuts the time in half to move from one level to the next.

**Table 18. Time Required to Advance to Higher Base Bets at 100 Spins per Hour**

<b>Base Bets</b>	<b>Session Bankroll</b>	<b>Amount won per hour</b>	<b>Total Bankroll Required</b>	<b>Playing Time to Move up One Playing Level</b>
\$5	\$500	\$147.00	\$2,500	17 hours
\$10	\$1,000	\$294.00	\$5,000	8.5 hours
\$15	\$1,500	\$441.00	\$7,500	6 hours
\$20	\$2,000	\$588.00	\$10,000	4.25 hours
\$25	\$2,500	\$735.00	\$12,500	NA
Total				35.75 hours

When you arrive at your choice of gambling locale, you will arrive prepared, confident that you have mastered the Maximum Advantage Roulette approach, brought the materials with you which you will need, planned the correct bankroll and developed a playing schedule for your trip.

Come to the roulette table confident about yourself and your game plan. Although you will undoubtedly enjoy the edge you have over other players, make sure that your enjoyment never interferes with your plan to win at the wheel of fortunes.

Follow this approach. You will become one tough player and a consistent winner.

**GOOD LUCK!**

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## Appendix A

### Locations of Legal Roulette Wheels

<b>United States:</b>		Argentina	243
Las Vegas	35	Chile	36
(downtown)			
Las Vegas (strip)	13	Colombia	26
	5		
Reno-Tahoe	85	Ecuador	57
Remainder of state	45	Paraguay	15
Total Nevada	30	Surinam	6
	0		
Atlantic City	15	Uruguay	67
	5		
Mississippi River	12	<b>Total South</b>	
		<b>America</b>	<b>450</b>
Cruise ships (US	98	<b>England:</b>	
Ports)			
Connecticut Indian		London	87
Reservation	8		
New York Indian		Outside London	213
Reservations	7		
<b>Total United</b>	<b>58</b>	<b>Total England</b>	<b>300</b>
<b>States</b>	<b>0</b>		
<b>Canada</b>	<b>30</b>	<b>Europe:</b>	
<b>Caribbean:</b>		Austria	75
Antigua	12	Belgium	50
Aruba	36	Czechoslovakia	15
Bahamas	29	Denmark	10
Bonaire	4	Finland	50
Curacao	17	France	500

Dominican Republic	56	Germany	140
Guadalupe	7	Gibraltar	6
Haiti	7	Greece	50
Martinique	9	Hungary	13
Puerto Rico	49	Italy	90
St. Kitts	2	Luxembourg	5
St. Maarten	25	Malta	9
St. Vincent	2	Monaco	40
Turks & Caicos	2	The Netherlands	80
<b>Total Caribbean</b>	<b>257</b>	Poland	15
<b>Central America:</b>		Portugal	35
Costa Rica	11	Spain	150
Honduras	10	Sweden	20
Nicaragua	2	Turkey	70
Panama	29	Yugoslavia	80
<b>Total Central America</b>	<b>52</b>	<b>Total Europe</b>	<b>1503</b>
<b>South America:</b>		<b>World Total</b>	<b>3142</b>

## **Appendix B**

### **Location of Single Zero Wheels in Land-Based Casinos**

The double zero wheel found in the U.S. (house edge 5.26%) is the main reason for the lack of popularity of roulette in this country, and the single zero wheel (house edge 2.70%) is the main reason for the popularity of roulette (and roulette systems!) throughout the rest of the world.

You would think that all U.S. casinos would realize this, but there is evidence that most U.S. gamblers don't realize the difference. (In casinos where both single and double zero roulette wheels are available in the U.S., the single zero wheels seem no better patronized).

You can, however, almost effortlessly increase your roulette winnings and cut losses at the same time. Just stop playing in casinos that only offer double zero roulette and start playing in those that offer single zero tables (with the better odds).

Single zero roulette in the U.S. can be found. Occasionally, even with the more player friendly European rules, i.e. 'en prison' which can bring the house edge down as low as 1.35%. (Try the MGM Grand in Las Vegas and the new Beau Rivage in Biloxi.)

Single zero roulette can also be found:

In any Australian casino.

In New Zealand at Sky City

Throughout Europe, including many casinos in the UK.

Throughout Uruguay.

Las Vegas, Nevada: The Stratosphere has two single zero roulette wheels. All roulette wheels at the Monte Carlo are single zero. The Frontier and the Tropicana have one each with \$5 minimums. Ceasars Palace in Las Vegas is rumored to have one single zero table. Also try Binion's, the Reserve, Las Vegas Hilton, MGM Grand and the new Bellagio.

Reno, Nevada: Nevada Club on Virginia Street? (Is it still there?) The Peppermill and the Cal Neva Club. Downstairs has the double zero wheel but you can play single zero roulette upstairs. Two tables side by side. 25 cent minimum chip with a \$10 buy-in. (Great for testing systems.)

Wendover, Nevada: Peppermill and Rainbow Casinos.

Indiana: The new Caesar's

Mississippi: All three Grand Casino properties (Biloxi, Gulfport and Tunica) have at least one single-zero wheel. The New Palace, President, and Treasure Bay are rumored to have single zero wheels. Also, Harrah's (downstairs) in Tunica.

Louisiana: Grand Casino Avoyelle, Marksville. Casino Rouge in Baton Rouge has one with a \$5 minimum

Atlantic City, New Jersey: Tropicana, Caesar's and Trump Marina but most, if not all, are in the baccarat pits with a \$25 minimum. Trump Taj Mahal has a \$100 minimum.

Connecticut: Foxwoods supposedly had one, but a recent report says no.

Canada: Halifax and Sydney, Nova Scotia, West Edmonton Mall, Edmonton and the Royal Diamond Casino in Vancouver, British Columbia

Malasia: Genting Highlands near Kuala Lumpur has 60 tables with single zero wheels.

Bahamas: Atlantis, Paradise Island has single zero wheels. Anyone know the minimums?

Caribbean? Most of the islands in the Caribbean are foreign ruled (British, French, Dutch, etc.). Double zero roulette wheels seem to be the norm, however. (If anyone knows of any Caribbean casinos with single zero wheels, please e mail!)

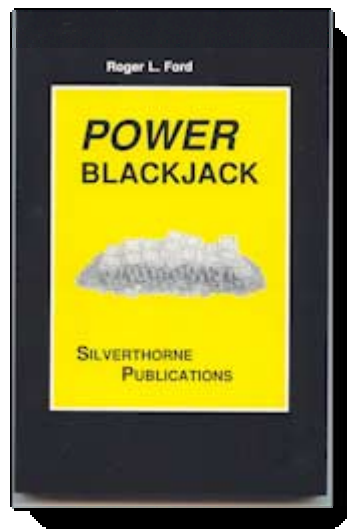
El Cortez off the strip in Las Vegas does not have a single zero wheel but it does have a 10 cent double zero wheel that provides a cheap way to try out new systems.



Years ago, the Tropicana in Atlantic City installed four single zero wheels. Believe it or not, they had to remove them because people complained that they could no longer bet on the double zero!

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## References:



### Power Blackjack

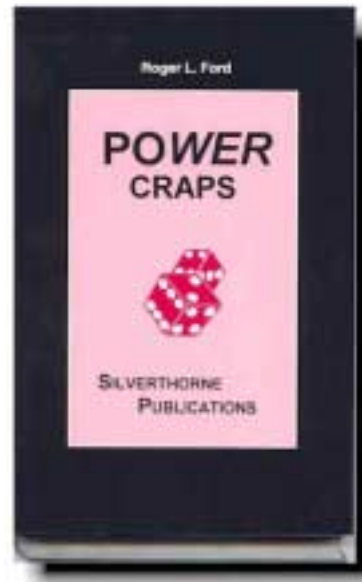
**You've gotten a taste of what you can do when you put the Power Blackjack strategy to work. To find out more about this strategy, just click here-**

<http://www.silverthornepublications.com/PowerBlackjack>

## Power Craps

**I highly recommend that learn to play and win at least one other casino game besides roulette. My number one choice is craps.**

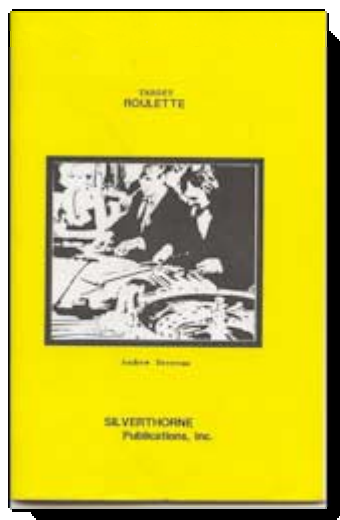
Craps is the most exciting game offered in the casino. It is also the fastest game and one of the best games for winning money. Each roll of the dice offers another chance to win money, and the payoffs are made continuously



While most players like to whoop it up and craps, there are a few smart players who know that the key to success lies not in how loud you play the game, but how smart you play the game.

The ultimate "smart system" is the Power Craps strategy. Learn all about this exciting winning system at:

<http://www.silverthornepublications.com/PowerCraps>



## Target Roulette

Roulette is the casino glamour game. It is also an excellent game for winning systems. The Target Roulette Strategy is an excellent strategy for beating the roulette game! This system is so consistent it wins a documented 94.3% of the time! I highly recommend it to you. Just click here to get more information on this proven winning system:

<http://www.silverthornepublications.com/TR>



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